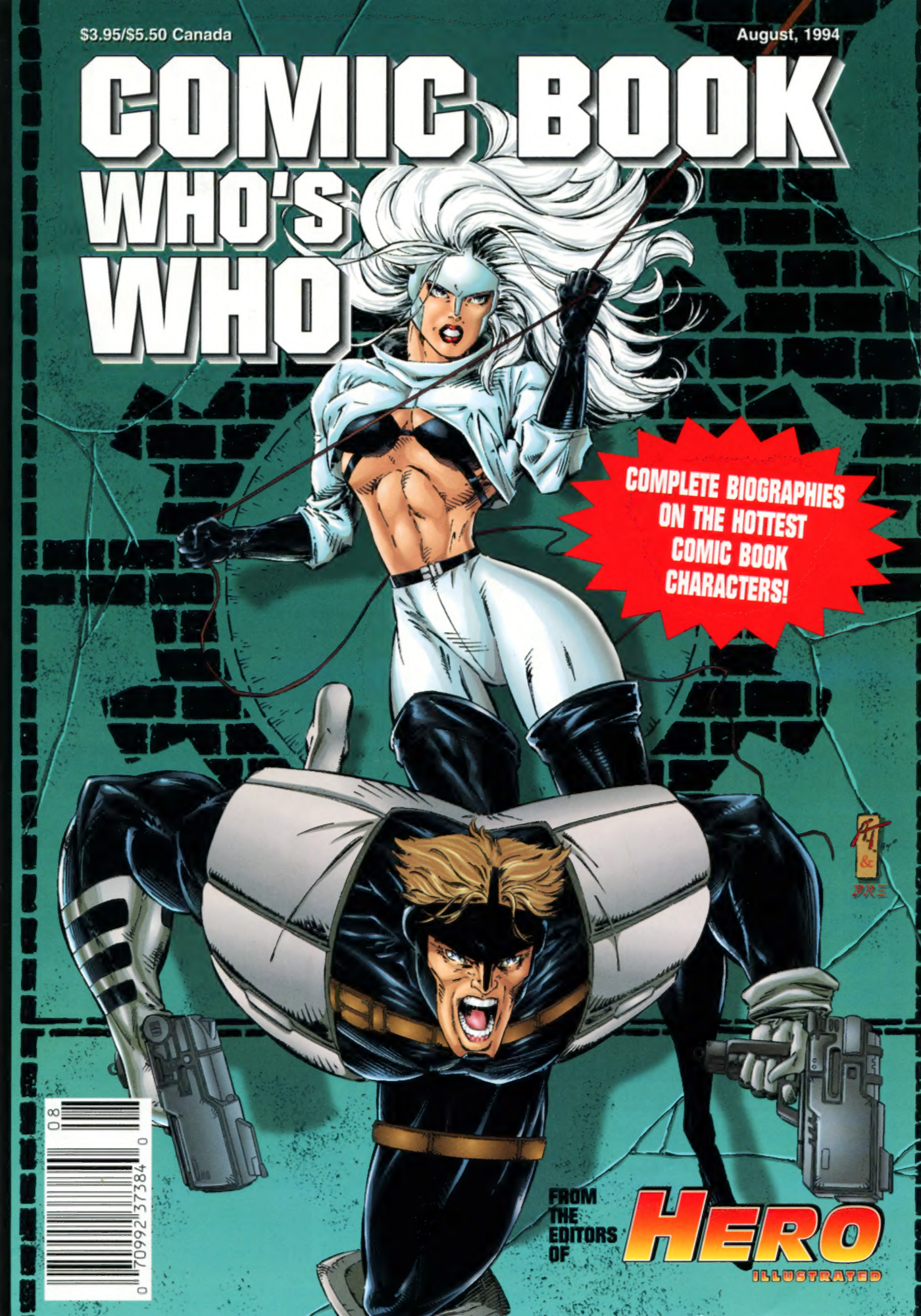
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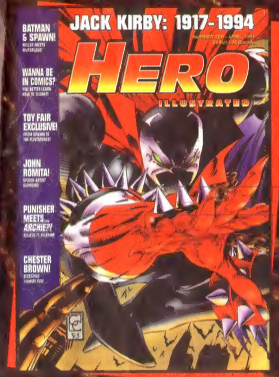
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THE HERO WHO'S WHO?

FACT FILES AS ONLY THE HERO BOYS CAN DELIVER 'EM



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The hottest characters going today! After only a short time on the racks, they've taken the comics world by storm and haven't looked back!





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LEARNING THE FACT FILES OF LIFE!

What's there to say about Fact Files other than they're exactly what comic books are intended to be—a fun source of entertainment. They will not tell you that Iron Man can bench-press more than Prototype or that Pitt would make Hulk submit in a cage match or anything like that, so those debates will have to continue to rage on in school buses, boardrooms, and teachers' lounges around the world. Hopefully, what Fact Files will do is give fans some insight on their favorite creators, heroes, and villains that you can't find anywhere else along with a brief look at some of the greatest moments in comics history.

When I sat down to write this editorial, several of my distinguished colleagues (otherwise known as the fun-lovin' *HERO* Boys) suggested that I simply do a Fact File on myself.

Other than the fact that I've been in a witness protection program since testifying against three thugs who I saw removing the tags from their mattresses, it sounded like a great idea needing very little research. I already know my vital statistics, who created me, my first appearance. Heck, I even know stuff about me that my creators don't.

Unfortunately, my birth certificate, drivers license, and high school transcripts don't make very interesting reading material (well, the transcripts are a little funny.)

What I can write about are pivotal moments, but unlike most superheroes, I've never had a final showdown with an archenemy or risen from the dead (I've risen after some pretty late nights when I thought I might wake up dead, but I didn't.).

Looking back, like all kids have experienced (or soon will), I'd have to say that being born, the first day of school, and getting my driver's license were all pretty cool pivotal moments. Also, like most guys, I'd have to say that being born, my last day of school, and telling my dad that I needed 50 bucks to pay my first speeding ticket were all pretty traumatic pivotal moments, but pivotal just the same.



The point is, although superheroes get the glory that goes along with saving the universe from time to time, ordinary people are fighting battles everyday, creating the pivotal moments that shape their lives. And it's how those pivotal moments are dealt with that can make a hero out of an ordinary Joe.

Whether a superhero or an average person, we all have to muster up the intestinal fortitude every now and then to rise above and beyond the call of duty; whether it's saving the world from the clutches of an evil madman or simply handing your little brother a towel to dry off with so he doesn't catch a cold after you give him a swirly. Anyone can be a hero—all you need is the chance.

-Mike Stokes
Editor

Special thanks to all of the creators whose time and talent helped us make this magazine possible.

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AUGUST, 1994
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Steve Harris
ASSISTANT PUBLISHER
Marc Camron
EDITOR
Mike Stokes
ASSISTANT EDITOR
Joe Fielder
CONTRIBUTING EDITORS
John Benton, Steve Spaulding, Frank Kurtz, Steve Darnall
ART DIRECTION
Jim Cordano, Juli McMeekin, Mike Reisel
PRODUCTION
Colleen Bastien, **Production Manager**
Dave McCracken, **Production Assistant**
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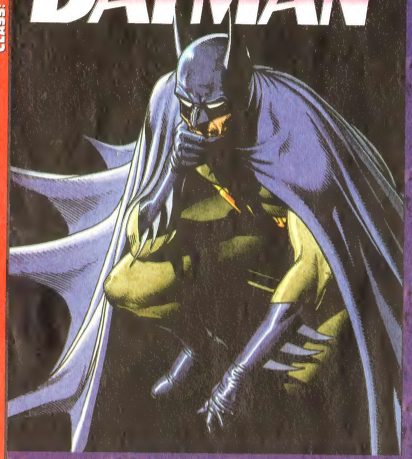
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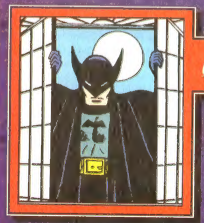
CLASS: SUPERHERO

BATMAN



All sense of reason left Bruce Wayne's life the night his parents were murdered. What was young and carefree in the 8-year-old boy escaped him completely as his parents lay dead at his feet. He watched the mugger run off into the shadows and soon only a grim determination for justice remained in the young boy.

A few days later Bruce made a promise at his parent's graveside, that all criminals would find punishment at his hands. From then on he spent his life training to be a force of difference in the world. Wayne forsook anything resembling a personal life for the Mantle of the Bat, and spent years and a fortune becoming Gotham City's protector and knight ... The Batman.



HERO FACT FILE

CLASS: SUPERHERO

BATMAN

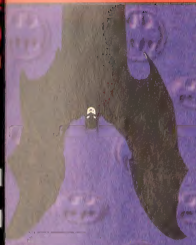
ALTER EGO (REAL NAME)	
BRUCE WAYNE	
FIRST APPEARANCE	
DETECTIVE COMICS #27	
HEIGHT	EYES
6'2"	BLUE
WEIGHT	HAIR
210 LBS.	BLACK
BASE OF OPERATIONS	
GOTHAM CITY	
OCCUPATION	
MULTIMILLIONAIRE SOCIALITE	
SIGNIFICANT OTHER	
NONE	
GROUP AFFILIATION	
NONE	
LIKES	
SHADOWS, SMALL TALK	
DISLIKES	
GUNS	

Created By **BOB KANE**













HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN THE BAT-EXISTENCE



During a mugging attempt, Thomas and Martha Wayne are shot in front of their son, Bruce.



For years, Bruce Wayne travels the globe—training to be the world's greatest detective.



A window-breaking bat gives Bruce the idea of how to strike fear into the hearts of criminals.



Dick Grayson becomes the Robin—a partner for Batman who keeps him from being totally dark.



The second Robin Jason Todd is murdered by The Joker—driving Batman close to the edge.



After some consternation, Bruce realizes that Batman needs a Robin and takes on Tim Drake.



Bane breaks Batman's back and gives over the Mantle of The Bat to Jean Paul Valley.



After a paranormal back treatment, Bruce Wayne begins the long hard journey back to his alter-ego.



SOMETHING YOU DIDN'T KNOW ABOUT... BATMAN

After spending decades honing his skills to the degree where he's considered the World's Greatest Detective, Batman is more than fully able to cover his tracks- besides his ability to hide things even from himself. The point? Anything that you don't already know about Batman *is highly likely to remain that way.*





CLASS: VILLAIN

CATWOMAN



She raises her arms, purrs softly but menacingly, and a squad of highly trained security guards are turned to bumbling idiots long enough for her to escape. Even Batman is forced to pause when confronted by her forceful spirit. Catwoman has been Batman's most confounding opponent because she challenges him on a level no other villain does. She doesn't rely on fisticuffs–but you'd still be wise to avoid the business end of the cat-o'-nine-tails. She has no desire to outwit Batman or the police–but she is still smart enough to be an incredible cat burglar. Catwoman's edge is in her raw, strong-willed personality and the confusion it engenders in men. She knows how to use it to maximum effectiveness. As long as she sees fit to use it, Gotham City's precious jewels will never be totally safe.



HERO FACT FILE

CLASS: VILLAIN

CATWOMAN

ALTER EGO (REAL NAME)	
SELINA KYLE	
FIRST APPEARANCE	
BATMAN #1	
HEIGHT	EYES
5'9"	GREEN
WEIGHT	HAIR
125 LBS.	BLACK
BASE OF OPERATIONS	
GOTHAM CITY	
OCCUPATION	
CAT BURGLAR	
SIGNIFICANT OTHER	
BATMAN (?)	
GROUP AFFILIATION	
NONE	
LIKES	
MESSING WITH BATMAN	
DISLIKES	
CONFINEMENT	

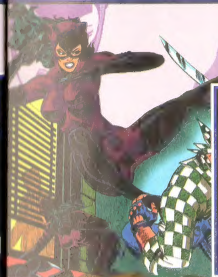


Created By BOB KANE & BILL FINGER









SOMETHING YOU MAY NOT KNOW...

Before you totally write off Catwoman as without redemption, consider her acts of compassion. For example, she secretly donates large amounts of her... income to the convent where her sister resides–to help feed all the cats, of course.

Catwoman wears a mask to be free. Contradiction? Not at all. Selina Kyle was victimized and helpless, condemned to life as a street walker. But Catwoman was a new start, a total blank slate that Selina could shape however she pleased. Suddenly, she found herself taking risks Selina Kyle would never face. Catwoman was able to be completely brazen, because no one knew who she was. Selina Kyle was forced into fear and complacency, but Catwoman was completely free to indulge any desire she wished.

It would seem that the urges Selina expresses as Catwoman are totally self-serving, but there are more and more examples of another aspect to Catwoman. After all, one of Catwoman's first adventures was to rescue her sister. Even more recently, Catwoman's selfish desires have been taking a backseat to more altruistic goals, like helping a paralyzed boy to walk or providing food to the downtrodden in a third-world country. Selina Kyle couldn't be bothered to help another person, but Catwoman seems to be doing it whether she likes it or not. And if you listen to her, she doesn't seem to like it *at all*.)

Does this mean Catwoman will be going straight? Don't hold your breath. But at the same time, think twice before condemning her actions as well.



Perhaps the most defining factor in Catwoman's career is not, in fact, her crimes—but her relationship with Batman. Batman and Catwoman each store feelings for the other, which are fairly frightening for both. For Batman, Catwoman may be the temptation to completely release himself from duty, responsibility, and inhibition. For Catwoman, Batman is perhaps the only potential equal she can bond with. But Batman won't give up his control, and Catwoman would never relinquish her freedom. So where does that leave them? Every encounter between these two is played on many levels, because they are not only struggling externally against each other, but internally against the forces which attract them. The result is a dance of tension, flirtation, and a large amount of soul-searching afterward.



HERO PIVOTAL X-TRA MOMENTS

NOT NINE LIVES, BUT STILL QUITE A HISTORY



Selina Kyle was a street walker until she was severely beaten one night. A cop gave her the number of...



...Ted Grant, once known as Wildcat, who taught Selina how to defend herself. Selina learned quickly.



Adopting her new identity based on a costume she once resented, Catwoman sought revenge.



Selina interrupted Bruce Wayne's first night out. She was later inspired by Batman.



However hard she tries to hide her compassion, she still finds herself helping others.



When Catwoman met Batman for the first time, neither one knew what it would lead to!



HERO FACT FILE
CLASS: SUPERHERO

DAREDEVIL

ALTER EGO (REAL NAME)
MATTHEW MICHAEL MURDOCK

FIRST APPEARANCE
DAREDEVIL #1

HEIGHT	EYES
6'	BLUE
WEIGHT	**HAIR**
200 LBS.	RED

BASE OF OPERATIONS
HELL'S KITCHEN, NEW YORK CITY

OCCUPATION
SOCIAL ENGINEER

SIGNIFICANT OTHER
KAREN PAGE

GROUP AFFILIATION
NONE

LIKES
JUSTICE

DISLIKES
BULLIES

DAREDEVIL

Young Matt Murdock was constantly taunted by school yard bullies, and because he never fought back he was called "Daredevil." Matt's father was the prizefighter, Battling Jack Murdock, who'd made Matt promise to use his brains, not his fists to make a decent life for himself. Matt kept the promise as best he could and studied hard. But he was still his father's son. In secret, he spent hours training in the gym at night—partly to honor his fighter father, partly to deal with the rage he felt for anyone who used and hurt people because they were bigger and stronger.

Then came the day of the accident when Matt saved a blind man from being run down by an oncoming truck. He leapt into the intersection, saving the old man's life—but a canister of radioactive isotope flew off the back end of the truck and blinded him. He soon discovered that his remaining senses had been heightened—Matt could now smell, hear, touch and taste better than anyone else on Earth, even though he kept his new abilities a secret. When he left the hospital, Matt found a teacher, Stick, who helped him control his heightened senses and honed his fighting skills.

When Jack Murdock was murdered for refusing to throw a fight that his son was attending, Matt put on a mask for the first time. He hunted down the men responsible one by one—but he accidentally killed an innocent woman in the process, and swore never to lose control again. Years later, when the Kingpin kidnapped a friend of his, all the old rage against the bullies of the world drove him to put on a mask once again to fight for those who couldn't fight for themselves. Matt Murdock took the name Daredevil, and wore it like a badge.

When his secret identity was discovered, Matt faked his own death to keep his friends and the people he loved safe. Now he goes by the name Jack Batlin during the day—but by night, he's still Daredevil.



Created By STAN LEE & BILL EVERETT



HERO PIVOTAL X-TRA MOMENTS
A LOOK BACK AT THE BEST & WORST IN DD'S HISTORY



Saving a man's life, Matt is hit with a radioactive isotope and blinded—but his other senses heighten.



Matt Murdock dons the Daredevil costume and seeks revenge on the criminals who killed his father.



In college, Matt falls in love with Elektra Natchios, who leaves him after her father is accidentally shot.



Daredevil has a romantic relationship and partnership with ex-foreign spy The Black Widow.

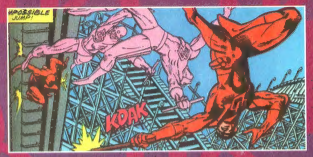


The Kingpin decides to destroy Matt's life, blowing up his house and having him disbarred.



With his secret ID blown, Matt fakes his own death and takes on a new identity as Jack Batlin.







"Without Fear" is an understatement

You know, most superheroes try to fight within their own weight class. Batman vs. The Joker seems fair. Superman vs. Mongul is a good fight. But Daredevil keeps taking on the likes of Namor and the Hulk. Not bad for a guy who just works out, eats right, and carries a stick.







THE WOMEN IN DD'S LIFE

One of Daredevil's little known powers is the ability to charm the socks off women. Karen Page started out as a receptionist at his law firm, then fell on hard times as a heroin addict and adult film star. She's now back on her feet, and working as a women's rights activist. Natasha Romanoff, a.k.a. The Black Widow was his partner in crime-fighting for a number of years. They went their separate ways and are still on good terms, then there is Matt's first love—Elektra, daughter of a Greek shipping magnate and ex-assassin for both the Hand and the Kingpin. Like many comic characters, she suffers from Grey's syndrome, and has trouble staying dead.





The Kingpin

Daredevil and related characters © and ™ 1994 Marvel Entertainment Group.

CLASS: VILLAIN

DARKSEID



HERO FACT FILE

CLASS: VILLAIN

DARKSEID

ALTER EGO (REAL NAME)	
NONE	
FIRST APPEARANCE	
JIMMY OLSEN #134	
HEIGHT	EYES
7'6"	RED
WEIGHT	HAIR
515 LBS.	NONE
BASE OF OPERATIONS	
APOKOLIPS	
OCCUPATION	
DICTATOR	
SIGNIFICANT OTHER	
SULI (DECEASED) ; TIGORA (IMPRISONED)	
GROUP AFFILIATION	
NEW GODS	
LIKES	
FASCISM, MANIPULATION	
DISLIKES	
SHOWING ANY EMOTION	



"There came a day when the old gods died..." -J. Kirby

When Ragnarok came and the old gods died, their world was split in half and formed two new worlds. One planet sprang forth a new race of benevolent gods, and was called New Genesis. The other world was called Apokolips and it bore a more malevolent breed.

It was on this former world that the new god known as Darkseid was born. Even in the cruel atmosphere of Apokolips, Darkseid learned how to feel love for another, Suli. However, his mother feared Suli was corrupting her son and had her assassinated. This effectively destroyed anything Darkseid kept dear and made him realize that no one could ever be let close to him again. He then drew away his vulnerabilities and became obsessed with the pursuit of power.

Darkseid soon had his mother assassinated and replaced her on the throne of Apokolips. Having turned his back on everything but power, Darkseid sought out the secrets of the Anti-Life Equation—a prize which would grant him the control he desires. His search for the Equation has brought him into conflict with the other new gods, as well as Earth's heroes since it was revealed that a few select humans carry the secret within themselves. Darkseid's manipulations eventually allowed him a small piece of Anti Life, which he has spent much time plotting how to use most effectively and, as is known for Darkseid, most destructively.



Created By **JACK "KING" KIRBY**









HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN DARKSEID'S LIFE



War begins after Darkseid tricks his Uncle Steppenwolf into "hunting" on New Genesis.



Darkseid falls in love with the good-hearted Suli, who Queen Hegra charges Desaad to kill.



After leading Desaad to murder Hegra, Darkseid assumes the throne of Apokolips.



In a pact of peace with New Genesis, Darkseid and Highfather exchange sons.



Darkseid launches his initial assault on Earth, searching for the Anti-Life Equation.



After a cosmic odyssey, he achieves his long quest for Anti-Life and begins planning for its use.



Darkseid's rule of Apokolips is temporarily usurped by the Cyborg and the creature Doomsday.







SOMETHING YOU PROBABLY DON'T KNOW ABOUT..

DARKSEID

The gods are locked into their destinies, no matter how they strain against them. Part of the laws that constrain the new gods' existence is that 'a son cannot kill the father.' This is the reason that Darkseid had Desaad assassinate Hegra—*he* could not. This is also why Darkseid's son Orion cannot kill *him*.

THE MANY FOES OF DARKSEID

It's said that you can judge a man by his enemies. If that's the case then that would make Darkseid a very powerful and very *bad* man—which he is.

Superman—The Last Son of Krypton is opposed to just about everything Darkseid has ever done.

Highfather—The ruler of New Genesis which Darkseid craves.

Orion—Darkseid's son who wants him dead more than anyone else, but who can't kill him.



Darkseid, Superman & related characters ©&™ 1994 DC Comics

CLASS: VILLAIN



HERO FACT FILE
CLASS: VILLAIN

DR. DOOM

ALTER EGO (REAL NAME)
VICTOR VON DOOM

FIRST APPEARANCE
FANTASTIC FOUR #5

HEIGHT	EYES
6'2"	BROWN
WEIGHT	**HAIR**
225 LBS.	CHARRED

BASE OF OPERATIONS
LATVERIA

OCCUPATION
SCIENTIST AND RULER

SIGNIFICANT OTHER
NONE

GROUP AFFILIATION
NONE

LIKES
ROBOTS, OBEDIENCE

DISLIKES
REED RICHARDS, STATIC CLING

DOCTOR DOOM

Dr. Doom, The Fantastic Four, & all related characters © & ™ 1994 Marvel Entertainment Group.





Created By **STAN LEE & JACK KIRBY**









Though born to a poor Latverian gypsy family, Victor Von Doom had a sense of greatness early on. Doom was hardened by the tragic death of his parents, and when he discovered that his mother had been a witch, he devoured the magical lore inscribed in her writings. Through these mystical means, Victor soon found that his mother's soul was trapped in hell, and set about struggling against Mephisto for her soul—beginning his technological studies to find any means possible to free her.

Doom's work soon caught the attention of a traveling school official, who set up young Victor with a scholarship to an American college. It was there he met Reed Richards, who would later become The Fantastic Four's Mr. Fantastic, and a grim competition developed between the two. After a miscalculation in an experiment, Doom was caught in the middle of an explosion- not enough that he was permanently scarred from the blast, but he was dropped from the college.

Doom soon disappeared from the world of men, spending years pluming the secrets of a hidden order of monks in the mountains of Tibet. He quickly established himself as their leader and through them created a suit of armor the likes of which the world had never seen. Doom, tolerating no delays and already thinking himself disfigured, had the monks apply the still searingly hot face-plate, scarring him beyond comprehension. It was then the man the world knows as Dr. Doom was born—and the next time they would see him, he had become the sovereign of his home country, Latveria. But that wasn't quite enough for Doom, he saw himself as something greater than just the ruler of a country, he desired control of the *entire* world.

Now during this space of time, his college rival, Richards, had gone through a transformation himself. He, along with comrades Johnny Storm, Ben Grimm, and Sue Storm, had become the super-powered team The Fantastic Four through an exposure to cosmic rays. This altruistic group soon found themselves at odds with Doom's world conquering goals, and worked to put him down. Doom returned time after time, not only to fight the FF but The Avengers, The X-Men, and many other of the world's superheroes. Defeat never stopped Doom however, he is the ultimate tenacious villain—because he genuinely believes himself to be the solution to all of the world's problems. Victor considers that a world under his complete domination would have not hunger or strife, and would thus be a utopia—and Doom will never stop until he accomplishes it.





SOMETHING YOU DIDN'T KNOW ABOUT...

DOCTOR DOOM

Something you don't know about Victor Von Doom is *which Doom is actually the true Victor.* After years of robot imposters, mentally-programmed youngsters, mind-disciplined essence transfers, and time travellers—who knows who the real Doom is anymore. Everyone wearing a green robe in Latveria appears to believe himself Victor Von Doom, which probably makes the citizens fairly nervous—and with good reason. Latverians quietly joke among themselves such things as 'Will the real Dr Doom please stand up?' and 'Is there a Dr. Doom in the house?' And then promptly find themselves turned into a pile of ash.

HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN DOOMED HISTORY



Doom scars his face in attempt to rescue his mother from hell. He soon wears a metal mask to hide his features.



In his first bid to rule the Earth, Doom captures the FF and sends them back in time to nab pirate treasure.



Deceiving the Silver Surfer into thinking he is a friend, Doom steals his cosmic power and takes on the FF.



After besting the omnipotent being the Beyonder, Victor Von Doom becomes a god.



Doom trains Kristoff as a heir—to the point of him thinking he is Doom. Begins Pretender Wars.



The final showdown between Doom and his greatest rival results in the demise of both of them.



HERO FACT FILE

CLASS: HERO TEAM

FANTASTIC FOUR

FIRST APPEARANCE
FANTASTIC FOUR #1

LEADER
MISTER FANTASTIC

ROSTER
HUMAN TORCH
INVISIBLE WOMAN
THING

BASE OF OPERATIONS
FOUR FREEDOMS PLAZA

PURPOSE
DEFEND HUMANITY

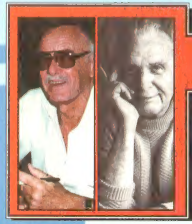
Fantastic Four



Johnny Storm, Sue Storm, Ben Grimm, and Reed Richards—all realized the importance of reaching space, but little did they know that cosmic rays bombarding their ship would transform them into the super-powered team, The Fantastic Four. They knew almost immediately that they had to use their fantastic powers to help mankind, and took on the names: The Human Torch, The Invisible Girl, The Thing, and Mister Fantastic.

Under the leadership of Richards, the group went on to stop such world-threatening menaces as the Mole Man, the Skrulls, and Dr. Doom—and continue on today, under a slightly different guise, defending the planet and all of its inhabitants.

The Fantastic Four, Dr. Doom & all related characters © & ™ Marvel Entertainment Group.



Created By STAN LEE & JACK KIRBY











The Human Torch freaks out.
The ultimate expression of Johnny Storm's power is his "nova flame," an unbearably intense burst of energy. However, using his "nova flame" nearly wipes Johnny out.



The Thing's new, grossly disfigured gourd, hideously scarred during battle with Wolverine.



SOMETHING YOU DIDN'T KNOW ABOUT... THE FANTASTIC FOUR

Yes, you knew they possessed the fantastic cosmic powers of invisibility, elongation, brute strength, and fire—*but did you know the Fantastic Four also had the skill of hypnotism within their ranks?!?*
Way back in *FF* #2 when the Skrulls were first introduced, Reed displayed a deft use of hypnosis. When the Skrulls were captured he issued the ultimatum that they'd take on the form he chose and he'd make them believe they were said creature—*or else!!* In a stroke of genius, Richards made them into cows. Bovine Skrulls. Don't drink the milk, friends.

HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN A FANTASTIC TIME



The threat of the warlike space being, Gormmu, convinces Richards that mankind must reach space.



The group sneaks into a rocket and flies into space. Their ship is bombarded by cosmic rays and they *change!*



The FF meet and butt heads with Doctor Victor Von Doom- who will be the team's greatest nemesis.



The team goes up against the world-eater Galactus and his herald, the Silver Surfer to save Earth!



The team roster changes when The Thing goes solo. The She-Hulk fills in for old blue-eyes in his absence.

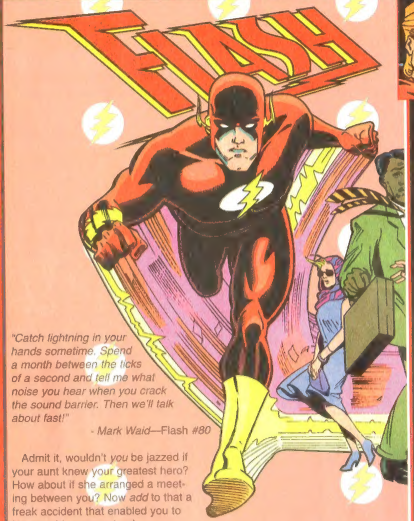


The rivalry between Doom and Richards ends in an explosion claiming both their lives.



The angst-filled, prodigal, time-traveling son: Franklin Richards.

FLASH



"Catch lightning in your hands sometime. Spend a month between the ticks of a second and tell me what noise you hear when you crack the sound barrier. Then we'll talk about fast!"

- Mark Waid—Flash #80

Admit it, wouldn't *you* be jazzed if your aunt knew your greatest hero? How about if she arranged a meeting between you? Now add to that a freak accident that enabled you to become his new partner!

In a burst of lightning, Wally West became Kid Flash. He's had a wide variety of adventures with Barry Allen, on his own and as a founding member of the Teen Titans. Wally has grown up a lot since he received his powers years ago. His world was devastated when he learned that Barry Allen, the original Flash, died during the Crisis on Infinite Earths. Determined to carry on the legacy of the Flash, Wally took on Barry's costume and name, and became the protector of Central and Keystone cities. He's outrun Superman in a race around the world and joined the Justice League, just like Uncle Barry—but he's also created his own legend, striking out of Barry Allen's shadow. With training from the world's other great speedsters, Wally's learned more and more about his incredible powers. He's proven himself second-banana no more, but a full-fledged owner of the Flash title. And now it may be time for him to pass on the legacy to *his* cousin, Impulse!



HERO FACT FILE

CLASS: SUPERHERO

FLASH

ALTER EGO (REAL NAME)
WALLACE WEST

FIRST APPEARANCE
FLASH #123

HEIGHT	EYES
5'11"	BLUE
WEIGHT	**HAIR**
135 LBS.	BLACK

BASE OF OPERATIONS
CENTRAL AND KEYSTONE CITIES

OCCUPATION
ADVENTURER

SIGNIFICANT OTHER
LINDA PARK

GROUP AFFILIATION
JUSTICE LEAGUE AMERICA

LIKES
LOTS OF FOOD, GIZMOS

DISLIKES
WAITING, HAIRCUTS, RUSH HOUR



Created By JULIUS SCHWARTZ & CARMINE INFANTINO







HERO PIVOTAL X-TRA MOMENTS

FAST TIMES WITH WILD WALLY WEST



Flash #110: Wally West gains speed powers and becomes Kid Flash alongside Barry Allen.



Brave and the Bold #54: Kid Flash, Robin, and Aqualad band together in what will be the Teen Titans.



Crisis on Infinite Earths #12: Wally West honors the death of Barry Allen by taking the Flash name.



Flash #79: Wally West unlocks his potential while defeating Professor Zoom.



Zero Hour #4: The death of Wally West? Or the key to unlocking the secrets of speed?

SOMETHING YOU DIDN'T KNOW...

Is there really a unifying force behind all of the speedsters? Training Impulse will force Wally to consider that. Just how fast is Wally? It was shown that the thunderbolt which struck Barry Allen was in fact Barry Allen himself. What was the bolt that struck Wally? He'll find out soon enough!



THE LEGACY

Jay Garrick began the Flash history during World War II. As a founding member of the Justice Society, he established the legend which inspired Barry Allen. When Allen was struck by lightning and chemicals, he gained super-speed powers as well. He is still the best-known of the Flashes, and held up as a shining example of heroism. That example was very clear to Wally West when he was president of the Flash Fan Club, and he carries it on today.



IMPULSE

Bart Allen is Barry Allen's grandson, which makes him Wally's cousin. He's from the 30th century, and inherited his grandfather's speed. He's more powerful than Wally, but has absolutely no control! His powers have aged him at an accelerated rate as well–he looks 13 but is actually two years old! Virtual reality trained Bart's mind to match his body, but now it's up to Wally to teach Bart how to *survive* his powers!



How fast is fast? The Flash can run fast enough to cross water, race up walls, and generate a whirlwind by running in a circle. A special "aura" protects Wally while he runs, enabling him to breathe and keeping wind friction from tearing him apart. Wally's cruising speed is about Mach Five, but he can max out at one-half light speed with supreme effort! Want to go even faster? Then add Johnny Quick's speed formula–3X2(9Y2)4A–and Wally can practically stop time. But do it yourself... Wally doesn't want to try that stunt *ever* again!





HERO FACT FILE

CLASS: SUPERHERO

GREEN LANTERN

ALTER EGG (REAL NAME)

[redacted]

FIRST APPEARANCE

[redacted]

HEIGHT [redacted] **EYES** [redacted]

WEIGHT [redacted] **HAIR** [redacted]

BASE OF OPERATIONS

NEW YORK

OCCUPATION

[redacted]

SIGNIFICANT OTHER

[redacted]

GROUP AFFILIATION

[redacted]

LIKES

[redacted]

DISLIKES

[redacted]

When Hal Jordan decided to take all of the Green Lantern powers for himself, he all but destroyed the Guardians of the Universe. Ganthet, the last of their number, used the Guardian's energy to create one final ring. With the last of his resources, he travelled to Earth and bestowed the ring upon Kyle Rayner, then promptly disappeared after only an enigmatic introduction.

The legend of Green Lantern has stood for a long time. Kyle Rayner knows this, but little else about the position. Now he is establishing a new legend, forging his own brand of hero. In the short span of time he's been a hero, Kyle has already fought Mongul—a Superman class villain, and faced tragedy when his girlfriend was killed by Major Force. But he's also found new allies, the New Titans, to support him as he learns. With the startling discovery that his ring is different from any other, Kyle Rayner is now the one and *only* Green Lantern!



Created By RON MARZ; CONCEPT BY BILL FINGER AND MART NODELL







FAMOUS RING-SLINGERS OF EARTH

Alan Scott was the first human to wear a GL ring. This Golden Age superhero was a member of the Justice Society. Today, his youth has been restored and he continues to act as a superhero.

Hal Jordan is the name most people associate with the title "Green Lantern." This man embodied the idea of heroism and helped found the Justice League. However, the destruction of Coast City drove him insane. He's taken nearly all of the Green Lantern power in the universe for himself, and now roams space as Extant.

Guy Gardner was brought in as Hal Jordan's substitute for a time, but eventually merited a ring of his own. He lost that position, and now operates on his own as Warrior.

John Stewart was another substitute GL. His life has been marked by tragedy, most notably the accidental destruction of an entire planet. Eventually he proved himself on the Mosaic world. Stewart is now associated with the Darkstars.







The "established" facts about Green Lantern no longer apply with Kyle Rayner! For example, the GL ring used to require a new charge every 24 hours. That's not the case any longer; the ring will still need to recharge, but it lasts a lot longer than 24 hours! Even more startling is the change in the ring's weakness to yellow. Before, all a GL foe had to do was paint a ship or alter the color of a ray blast and a Green lantern was effectively powerless. However, it was quite a surprise to Mongul when Kyle Rayner proved that the ring's former weakness is no longer an issue.

HERO PIVOTAL X-TRA MOMENTS

A LOT CAN HAPPEN EVEN IN A SHORT TIME...



Green Lantern #50: Kyle Rayner is given his power ring by a Guardian, who disappears soon afterward.



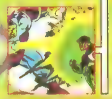
GL #51: Kyle gets into his first fight with a supervillain, a rough fight where he ends up victorious.



GL #51: At Alex's urging, Kyle changes his costume to reflect his own image.



GL #52: Kyle attacked by Mongul, who doesn't realize that this is a different Green Lantern.



GL #53: Everyone is stunned to learn that Kyle's ring *does* affect yellow.



SOMETHING YOU DIDN'T KNOW...

When Kyle Rayner joins the New Titans, he will begin to develop a very special relationship with Darkstar Donna Troy. Both Kyle and Donna swear it's platonic. Is it? The attraction is definitely there...



HERO FACT FILE
CLASS: SUPERHERO

THE HULK

ALTER EGO (REAL NAME)
[redacted]

FIRST APPEARANCE
[redacted]

HEIGHT [redacted] **EYES** [redacted]

WEIGHT [redacted] **HAIR** [redacted]

BASE OF OPERATIONS
[redacted]

OCCUPATION
[redacted]

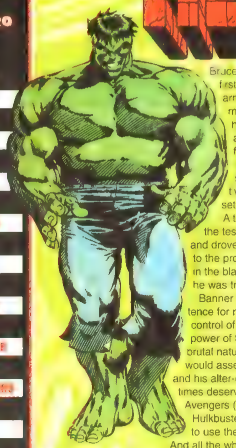
SIGNIFICANT OTHER
[redacted]

GROUP AFFILIATION
[redacted]

LIKES
[redacted]

DISLIKES
SENSELESS VIOLENCE

THE HULK



Bruce Banner was a scientist working on the first Gamma Bomb, the next step in the arms race. He constructed the bomb in much the same way he had constructed his life—by intellectualizing, rationalizing, and trying his best to forget the potential for violence hidden deep within. So in a way it was ironic that the day he at last succeeded in unleashing the destructive power of the Gamma Ray, he also set free all that was destructive in himself.

A teenager, Rick Jones, had driven onto the testing site on a dare. Banner spotted him and drove out to get him to safety. Jones made it to the protective trench, but Banner was caught in the blast—and that night when darkness fell he was transformed into the Incredible Hulk.

Banner and the Hulk shared a bizarre existence for many years. At times, Banner was in control of his transformation and able to use the power of the Hulk to fight evil. But always the brutal nature that went with the Hulk's strength would assert itself and go on a rampage. Banner and his alter-ego were hunted and hounded—sometimes deservedly, sometimes not—by the Army, the Avengers (a group he helped to found), the Hulkbusters, and any megalomaniac who hoped to use the Hulk's power to further his own cause. And all the while Banner's hatred for the Hulk and the Hulk's hatred for him deepened, which was why a cure could never be successful. All the years Banner spent trying to "control" or even "destroy" the Hulk, all the time the Hulk spent trying to "crush puny Banner," were really two halves of a single man at war with one another.

It took a psychiatrist, Dr. Leonard Sampson, to finally see the problem for what it was, a split personality, and at last integrate the two sides into a whole human (well, superhuman) being. The Hulk now leads a productive life as the leader of the Pantheon, and tries to make the world a better place. But every now and again, he still gets a kick out of saying "Hulk smash!"



Created By STAN LEE & JACK KIRBY







HERO PIVOTAL XTRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN HULK'S HISTORY



Hulk #1. Bruce Banner is blown up, changed into a monster, and captured by Russians in the space of 48 hours.



Hulk #180: The Hulk runs into some feisty little Canadian and kicks his butt—starting a long lasting rivalry.



Hulk #319: Thinking the Hulk's gone for good, Bruce and Betty get married. If only she knew...



Hulk #347: At getting to what something beneath his rags, the Hulk takes a job as a Las Vegas prizefighting breaker.



Hulk #380: Bruce, the green Hulk and the gray Hulk settle their differences and become one person.



Hulk #418: Rick and Marlo marry despite Kree, Skrull, the Lord of the Lower Depths, and other impossible People.



THE LONG-SUFFERING BETTY BANNER

Boy does she know how to pick 'em! She's been turned to glass, transformed into a Harpy, chased by more robots, and zapped with more ray-guns than any other girlfriend-fiancee-wife in history (including Mary Jane Parker).

RADIATION? WHY, RADIATION IS GOOD FOR YOU!









Hello kiddies. Leader here to talk to you about the wonders of atomic radiation! I was a lowly janitor until the day I opened a canister of radioactive waste. In no time I was out to conquer the world in my first murder module. Emil Blonsky would have been just another spy if he hadn't tampered with one of Dr. Banner's experiments. Instead, he became the Abomination. For those of you who think that Gamma Rays have to make you ugly, just look at Jennifer Walters, a.k.a the She-Hulk. She got her dose of radiation from a blood transfusion. Then there's Leonard "Doc" Sampson, who was bathed in the rays of an exploding Gamatron. Radiation: making the world a greener place.





THE LONGEST STANDING GRUDGE MATCH OF ALL TIME

They've been at it since *Hulk* #122. Most super-heroes make up after a while, but not these two. Maybe it's some macho thing. They seem to have buried the hatchet, but they honestly enjoy pounding on each other too much for peace to last.





HERO FACT FILE

CLASS: SUPERHERO

IRON MAN

ALTER EGO (REAL NAME)	
ANTHONY STARK	
FIRST APPEARANCE	
TALES OF SUSPENSE #39	
HEIGHT	IN ARMOR
6'1"	6'4"
WEIGHT	IN ARMOR
185 LBS.	1,093 LBS.
HAIR	EYES
BLACK	BLUE
BASE OF OPERATIONS	
EX CORPORATE HEADQUARTERS	
OCCUPATION	
CEO STARK ENTERPRISES	
SIGNIFICANT OTHER	
NONE AT PRESENT	
GROUP AFFILIATION	
THE AVENGERS, FORCE WORKS	
LIKES	
TECHNOLOGY	
DISLIKES	
THE ABUSE OF POWER	

IRON MAN



Everything seemed to come easily to Tony Stark whether it was as a businessman, an inventor, or a socialite. In all his life he had never known suffering or injustice—until one fateful day in the jungles of Southeast Asia. He'd gone to conduct field tests of experimental weapons for the Army. Stark didn't see the tripwire to the booby-trap until it was too late. He survived the blast, but was taken prisoner by the warlord Wong-Chu. With shrapnel from the explosion embedded in his chest and working its way to his heart, he had only days to live. Wong-Chu ordered that he spend those days creating a new and terrible weapon. Stark decided that he would, but a weapon that would save his life, and help him turn the tables on his captors. With the help of Prof Yinsen, a fellow captive, Stark created a suit of iron armor which would keep his wounded heart beating, and also give him fantastic strength. Professor Yinsen gave his life to buy time for the armor to power up, and Stark was able to destroy the warlord and his private army as Iron Man. Stark returned to America with a new perspective. He continued to wear the armor both to stay alive, and to fight tyrants and defend the helpless as a superhero.

Over the years Stark has modified and remade his armor to take advantage of the changing technology. And Stark has changed, too. A heart transplant means that he is no longer a prisoner in his armor, but he is more keenly aware than ever of the responsibilities involved in wearing it. After bouts with alcoholism, struggles to keep his company under his control and his technology out of the wrong hands, and even being shot by a former girlfriend, Tony Stark and his company are trying to make a fresh start that will carry them—and Iron Man—into the 21st century.



Created By STAN LEE & DON HECK







HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST OF OLD SHELL-HEAD



Tales of Suspense #39: Tony puts on the iron for the first time to save his own life and defeat the murderous Wong-Chu.



Tales of Suspense #40: Tony meets Lt. James Rhodes. Rhody was his friend and pilot for years before becoming War Machine.



Iron Man #55: Tony has a cosmic encounter helping Drax the Destroyer beat Thanos and the Blood Brothers.



Iron Man #128: The Demon in a Bottle" story line shows Tony's first real battle with alcoholism.



IM #200: After losing his company and falling off the wagon, Tony has a showdown with Obadiah Stane.



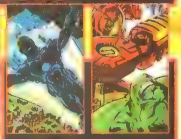
IM #205: Tony's recovered being alive and frozen, but he's his company, to survive hardships to shut it down.



ARMOR? DID SOMEONE SAY ARMOR?



Over the years, Tony Stark has made several different models of armor, each one incorporating new technology and building on the strengths, eliminating the weaknesses of the ones before.



DRESSING FOR SUCCESS

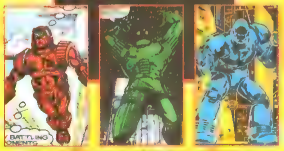
In addition to his standard, lay-about-the-house armor, Tony has also made a number of special-purpose suits, like his space armor, stealth armor, and one suit designed just for the Hulk.





Tony Stark also wore the War Machine armor, before giving it to James Rhodes.

It might just be some crazy coincidence, but a lot of the bad guys Iron Man fights wear armor too. The Crymson Dynamo and the Titanium Man are two Russian answers to the armor question, while Obadiah Stane wore the Iron Monger battlesuit to try to take care of Tony Stark personally.





HERO FACT FILE
CLASS: VILLAIN

THE JOKER

ALTER EGO (REAL NAME)	JACK NAPIER
FIRST APPEARANCE	BATMAN #1
HEIGHT	6'5"
EYES	GREEN
WEIGHT	192 LBS.
HAIR	GREEN
BASE OF OPERATIONS	GOTHAM CITY
OCCUPATION	PSYCHOTIC KILLER
SIGNIFICANT OTHER	HARLEY QUINN
GROUP AFFILIATION	NONE
LIKES	MAKING PEOPLE SMILE
DISLIKES	BATMAN

THE Joker

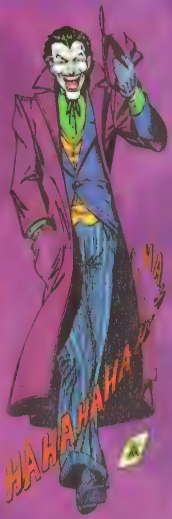
Now, stop me if you've heard this one...

There was this comedian, see, who was really bad at his job. Try as he might, the people wouldn't laugh. Dirt poor, too. The one good thing in his life was his wife, who he loved with all his soul—but she was pregnant, and the medical bills were already starting to pile up. So to make some extra money he hooked up with a couple of gangsters who were out to rob the Monarch playing card factory.

Now, the day of the heist, he finds out that his wife and unborn child have been killed in a freak accident. He's devastated. He doesn't see the point of going through with the robbery, but the guys he's with won't let him pull out. They even make him wear a red hood as a disguise. Of course the robbery goes to hell. He's surrounded by people getting shot and screaming and dying, and *then* this huge batwing swoops out of nowhere. He dives into the catch basin for the factory's chemical waste, and manages to swim to safety. But when he finally gets the hood off, he discovers that he's been disfigured for life.

No one could live through a day like that and not be changed forever. And changed he was—into a clown.

Get it?





Created By **BOB KANE**









OH THOSE WONDERFUL TOYS . . .

Let's face it, the Joker is one of the pun-iest villains out there. For all his brilliant, twisted planning, he wouldn't last a minute in a fight without his hired goons and vast array of deadly novelty items, like the acid-squirting flower, the 10,000 volt joy buzzer, and his trademark smile venom.



MAYHEM IN ARKHAM

Joker has been arrested and imprisoned so many times that the infamous Arkham Asylum is a second home to the clowned prince of calamity. In *Arkham Asylum* (with killer art by Dave McKean), the Joker tricks Batman into entering the madhouse and has a little fun with his archenemy in a way only the Joker can.



SOMETHING YOU DIDN'T KNOW ABOUT...

THE JOKER

The character of the Joker was inspired by the title villain of the 1928 movie *The Man Who Laughs*. Played by Conrad Viedt (best remembered as Major Strasser from *Casablanca*), it told the story of a sadistic jester with a permanent smile, and the horrors he perpetrates on the English court.

HERO PIVOTAL X-TRA MOMENTS
A LOOK BACK AT THE BEST & WORST IN A CLOWN'S LIFE



Batman #1: The Joker makes his criminal debut as a jewel thief who murders his victims without remorse.



Detective #168: Eleven years after his first appearance, the origin of the Joker is finally revealed.



Batman #251: With the Batman finally at his mercy, the Joker lets him live for the challenge of fighting again.



The Killing Joke: The Joker goes on a rampage, crippling Barbara Gordon and torturing the commissioner.



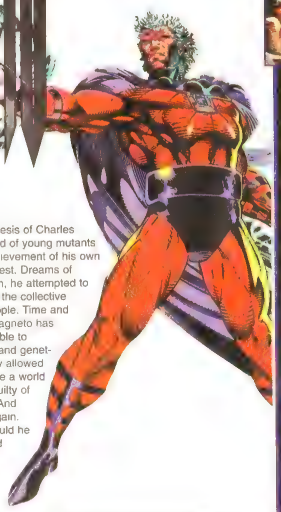


A Death in the Family #2: The Joker kills Jason Todd at the request of thousands of Batman readers.



Dark Knight #3: In a possible dark future, The Joker and Batman have their final showdown.

MAGNETO



"He started as the antithesis of Charles Xavier. He recruited a band of young mutants who would pursue the achievement of his own dreams. Dreams of conquest. Dreams of superiority. Time and again, he attempted to force his world view down the collective throats of this planet's people. Time and again, he was stopped. Magneto has found every way conceivable to advance his own political and genetic agenda. When he finally allowed himself to be placed before a world court, he was found not guilty of crimes against humanity. And then he started all over again. How did he do it? How could he have come back, time and again, always with a new method of conquest. One ridiculous attempt after another. What makes a man like that continue to believe in himself? How could any man repeatedly fail in his appointed task, and *still* have the sense of self-confidence and the enormity of ego, to continue to believe in himself? It either indicates a completely delusional sense of self-worth, or the unshakable belief in the correctness of one's ways."
-written by Fabian Nicieza- X-Men Unlimited *#2.*



HERO FACT FILE

CLASS: SUPERVILLAIN

MAGNETO

ALTER EGO (REAL NAME)
ERIK MAGNUS LENSHERR

FIRST APPEARANCE
X-MEN #1

HEIGHT	EYES
6'1"	BLUE
WEIGHT	**HAIR**
210 LBS.	WHITE

BASE OF OPERATIONS
ASTEROID M

OCCUPATION
MUTANT CRUSADER

SIGNIFICANT OTHER
MAGDA (DECEASED)

GROUP AFFILIATION
(FORMER) BROTHERHOOD OF EVIL MUTANTS, HELLFIRE CLUB, X-MEN
(CURRENT) MASTER OF THE ACOLYTES

LIKES
FREEDOM FOR MUTANTS

DISLIKES
ANYTHING THAT HURTS MUTANTS

Magneto, X-Men, and all related characters ™ & © Marvel Characters, Inc.



Created By STAN LEE & JACK KIRBY







HERO PIVOTAL X-TRA MOMENTS

THE TRAGIC HISTORY OF THE MASTER OF MAGNETISM



The death of Magneto's daughter makes him use his powers. His words terrified and serves him.



Magneto is the first villain the X-Men encounter. They defeat him, but barely.



Magneto eventually allowed himself to be placed on trial for his crimes in an effort to redeem himself.



Magneto feels betrayed following Xavier, taking more drastic measures to defend mutants from here on.

As a child in a Nazi concentration camp, Magneto's powers emerge when they try to kill him.



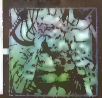
Magneto meets Professor X at a hospital in Israel. They work together and become friends.



Magneto was reduced to infancy by Alpha, but was restored to his physical prime by Eric the Red.



When Xavier was removed from Earth, Magneto joined the X-Men and taught the New Mutants.





SOMETHING YOU DIDN'T KNOW...

When Magneto decided to spirit Earth's mutants up to Avalon, he chose Exodus as his emissary. What Magneto didn't know was that he may in fact have unleashed a menace far greater than anyone imagined!



OPEN HAND VS. CLOSED FIST

This year and many of the issues previously published, Xavier and Magneto two men of the same dream, but with very different ideas on how to achieve it. Xavier always so[ught] [a] peaceful solution to the problems facing mutants. Magneto has indeed tried this route, but has become certain that force must be used in order for [mutants] to survive. Magneto's [fear] was for mutants [to] survive. He attempted to [protect] the world through [fear], but [failed]. He [was] enough [to] from the hu[man] [race] [and] [left] [Xavier] [to] [clean] [up] [the] [mess] [he] also felt [that] [Xavier] [was] [guilty] of attacking him. This led to the death of thousands when he raised a volcano in Russia, and most recently *millions* of deaths when he [caused] a global blackout! Xavier has demonstrated an incredible patience with [Magneto] over the years, [but] [has] [finally] [gone] [too] [far]. [Taking] [away] [all] [his] [powers] [and] [forcibly] [erasing] [Magneto's] [mind]. Time will tell if... no, *when* the Master of Magnetism will return.



ASTEROID M

Magneto has frequently operated out of an orbiting base called Asteroid M. The first was destroyed when Warlock crashed to Earth, and the second was blasted by Fabian Cortez. Now, the Acolytes have taken up in Cable's orbiting home and dubbed it Avalon.

PLASTIC MAN





HERO FACT FILE

CLASS: SUPERHERO

PLASTIC MAN

ALTER EGO (REAL NAME)
EEL O'BRIAN

FIRST APPEARANCE
POLICE COMICS #1

HEIGHT	EYES
5'1"	BROWN
WEIGHT	**HAIR**
178 LBS.	BLACK

BASE OF OPERATIONS
[illegible]

OCCUPATION
FBI AGENT

SIGNIFICANT OTHER
[illegible]

GROUP AFFILIATION
[illegible]

LIKES
CHANGING SHAPE

DISLIKES
CRIME

[illegible] way [illegible] hardest [illegible] That was until the [illegible] and his gang got caught in a shoot-out. He got shot and tried to hide in a factory where he fell into a vat of unknown acid. But he managed to make his way out and to a distant monastery. The monks there showed Eel kindness which altered Eel's life. Incredibly, Eel also realized that he could stretch and form into any imaginable shape. Using these abilities, he captured his old cronies and started a life of crimefighting. For a while, he continued to use the Eel alias as a means of getting information, but he eventually gave that up when he became a full-time FBI agent. The criminals that Plas deals with must be pretty dumb, because you can always tell when Plas is around. Plas does not have the ability to change his color. So, if you see a mailbox, or a rug, or a kite, or whatever and it's colored in red, black, yellow and flesh ... then Plas is on the job.



Created By JACK COLE









PLASTIC MAN'S BEST FRIEND!

Once just a petty thief, Woozy Winks saved a mysterious old man's life. The old man granted Woozy the ability to avoid all harm. Not even Plastic Man could nab the strange little man. Eventually, Plas would appeal to Woozy's conscience. Woozy felt bad and turned a new leaf. From that point on, he was as good as his word to change. Over the years, Woozy aided the stretchable sleuth through a wide variety of oddball adventures. Unfortunately, the no-harm spell wore off, so Woozy is just like everyone else now.

HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN PLASTICS



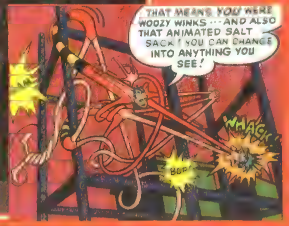
Police Comics #1: Eel O'Brian is transformed into the pliable hero, Plastic Man.



Police Comics #13: Plastic Man first encounters Woozy Winks who will become his partner.

PLAS VS. PLAS!

Over the years, Plas has encountered many look-alikes whose motives weren't quite the same as his own. In the '40s, Plas encountered a being from outer space who was able to change into whatever creature he fancied. Eventually, he turned into a copy of Plastic Man and met the real thing. Plas beat him and sent him back home to space. In the '60s, Robby Reed, holder of the H Dial (from the *Dial H For Hero* series) became the spitting image of Plastic Man to thwart local crime. Years later, the dial was rusted. When Robby became Plastic Man again, his morals were askew. The real Plastic Man fought the fake and won.



POWERS OF PLASTIC MAN!



ROBIN



Tim Drake's potential as a great detective first showed when he discovered Batman's greatest secret - that Batman and Robin *were actually Bruce Wayne and Dick Grayson!* Tim kept this secret for years, but when the death of the second Robin (Jason Todd) threatened to send Batman over the edge, Drake had to take action. He begged Grayson to resume his partnership with Batman - but by that time Grayson had created a new identity for himself as Nightwing. Instead, when Two-Face got the best of both Batman and Nightwing, Drake donned the Robin costume on his own.

Batman grudgingly accepted Drake as his new partner, although he demanded that he train more rigorously than any Robin had before. Drake has improved upon the previous Robin costume, adapting it to maximize his abilities. He has also adopted weapons like the bo-staff and the sling against Gotham's criminals.

In his short tenure, Tim has proven himself amazingly capable as both an assistant for the Dark Knight Detective and on his own. When Jean-Paul Valley (Azrael) took over for Bruce Wayne, the Dynamic Duo was dissolved, and Robin continued on his own. Currently, Drake is helping Bruce Wayne resume his rightful role as Gotham City's protector. Still, the Azrael crisis was assured that Tim Drake has become more than the back end of "Batman and ..." from now on!



HERO FACT FILE

CLASS: SUPERHERO

ROBIN

ALTER EGO (REAL NAME)

[redacted]

FIRST APPEARANCE

[redacted]

HEIGHT	EYES
[redacted]	[redacted]
WEIGHT	**HAIR**
[redacted]	[redacted]

BASE OF OPERATIONS

[redacted]

OCCUPATION

[redacted]

SIGNIFICANT OTHER(S?)

ARIANA DZERCHENKO, SPOILER (?)

GROUP AFFILIATION

[redacted]

LIKES

[redacted]

DISLIKES

[redacted]



Created By MARV WOLFMAN, CONCEPT BY BOB KANE



REDBIRD

Technically, Robin isn't old enough to drive, but since when do vigilantes worry about that? Because of his father's handicap, Tim was able to acquire his license early. The Batcave's resident technical genius, Harold, designed the Redbird, which can switch over from a sleek street model to the powerful Redbird. Dick Grayson had a motorcycle he used when he was Robin. Part Robin can drag-race with the Bat-mobile now!

SOMETHING YOU DIDN'T KNOW ABOUT ROBIN...

That darn nighttime adventuring sure can be a problem for Tim Drake. Yeah, he gets to hang out with Anarky or the Spoiler, but he never has time to watch any of the Letterman episodes he tapes!



HERO PIVOTAL X-TRA MOMENTS

THE EXCITING CREATION OF THE NEW BOY WONDER



Detective Comics #476: Tim Drake witnesses the death of Dick Grayson's parents.



New Titans #60: Drake approaches Grayson and implores him to re-unite with Batman.



Batman #442: Drake assumes the identity of Robin in order to rescue Batman and Nightwing.

Robin LS: Drake trains with Lady Shiva, and gains his new costume and weapons.

A LEGACY OF HEROISM

Tim Drake is the third young man to adopt the Robin identity. Dick Grayson was the first, spending several years as Batman's partner. However, Grayson felt a need to "get out of Batman's shadow." As a result, Grayson gave up the Robin identity and began a career as Nightwing. Nightwing helped train Drake, and has been his partner on a few adventures.

When Grayson gave up the Robin identity, it was passed to Jason Todd. Batman first encountered Todd when the orphan tried to steal the hubcaps off the Batmobile. Todd was brutally murdered by the Joker soon after finding his mother.



HERO FACT FILE

CLASS: SUPERHERO

SPIDER-MAN

ALTER EGO (REAL NAME)
PETER PARKER

FIRST APPEARANCE
AMAZING FANTASY # 15

HEIGHT 5'10"
EYES BLUE

WEIGHT 165 LBS.
HAIR BROWN

BASE OF OPERATIONS
NEW YORK

OCCUPATION
PHOTOGRAPHER

SIGNIFICANT OTHER
MARY-JANE WATSON PARKER

GROUP AFFILIATION
NONE

LIKES
HELPING PEOPLE, ANNOY

DISLIKES
IRRESPONSIBILITY



Peter Parker was a nerd. Good at science, lousy with girls, teased about being weak, being smart, and wearing glasses. Then came the day he was bitten by a radioactive spider. Suddenly he was strong, agile, and possessed a new sixth sense that warned him of danger. But he was still a nerd, because all the power in the world can't change that. So he decided to get all the things he had dreamed of for so long: fame, respect, wealth. He made a costume and a set of web-shooters and went on television. 'Spider-Man' became a sensation, but one night he was too busy counting his money to help stop an escaping criminal. "Why should he use his new power to help anyone but himself?" he wondered.

A few nights later he got his answer when the same criminal murdered his Uncle Ben. Peter tracked him down and caught him, and came to understand a simple truth: that a good person can't sit by and permit evil when it's within his/her power to stop it. And the greater the power, the greater the responsibility. That night Peter Parker decided to be a good person, and with that decision he became a hero.

Over the years Spider-Man has had some of the worst luck of any character in the Marvel universe: the death of Gwen Stacy, countless personal problems, financial problems, constant risk, and being branded as a villain and a menace. In spite of it all he's managed to carry on, and that's part of the appeal of the character. Not just that we wish we had the powers and abilities, but if we did, that we would be the kind of people who would use them to make the world a better place.



Created By STAN LEE & STEVE DITKO







Spider-Man and related characters ©& ™ 1994 Marvel Entertainment group.

HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN SPIDEY HISTORY



Peter Parker attends a scientific lecture, and in a freak accident is bitten by a radioactive spider.



Peter catches his uncle Ben's killer and vows to use his powers responsibly from that point on.



Aunt May sets up a blind date for Peter with everyone's favorite redhead, Mary-Jane Watson.



Gwen Stacy dies at the hands of the Green Goblin. Spider-Man mourns. Nuff said.



While fighting in the Secret Wars, Spidey finds a nifty new black suit, not knowing the trouble it will cause.



Peter and Mary-Jane get married. And for once everything works out right for our friendly neighborhood Spider-Man.







SPIDEY'S CLASSIC VILLAINS

It says a lot about the ground-breaking work that Stan Lee and Steve Ditko did with Spider-Man, that not only the main character but many of the villains they created have withstood the test of time. Otto Octavious was the world's leading specialist in radiation until a freak accident drove him insane and fused a set of robotic arms to his body, transforming him into Doctor Octopus. Kraven the hunter was a Russian nobleman who decided to go after the most deadly prey of all when the Chameleon asked him to destroy Spider-Man. Mysterio was a movie stunt and special effects man whose deadly illusions were nearly the end of the Web-Slinger. But wait, someone's missing ... someone green...



GOBLINS GALORE!







Spidey has been fighting different goblins since issue #14, and they just keep coming. So far there have been three Green Goblins (Norman Osborn, his psychiatrist and his son Harry) two Hobgoblins (Ned Leeds and Ian Macendale) and one Demogoblin (a demon bonded to Macendale, then freed and given a life of his own) each more fearsome than the last, and all out to destroy you-know-who.

CATCHES BABES JUST LIKE FLIES !



THE SPIRIT

BY WILL EISNER



HERO FACT FILE

CLASS: SUPERHERO

THE SPIRIT

ALTER EGO (REAL NAME)
DENNY COLT

FIRST APPEARANCE
SPIRIT SECTION 6/2/40

HEIGHT 6'1"
EYES BLUE

WEIGHT 200 LBS.
HAIR BLUE-BLACK

BASE OF OPERATIONS
CENTRAL CITY

OCCUPATION
TECHNICALLY DECEASED

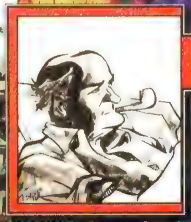
SIGNIFICANT OTHER
ELLEN DOLAN

GROUP AFFILIATION
NONE

LIKES
ALL WOMEN

DISLIKES
CRIME AND INJUSTICE

Denny Colt (believed to be dead) fights crime outside the law as the masked mystery man, The Spirit, scourge of crime and friend of the innocent and good.



Created By WILL EISNER







FRIENDS OF THE SPIRIT

The Spirit has many friends. Among these friends, though, there are those who stand out as being his closest. Ebony White became the Spirit's assistant by being courageous, brave, and of good humor. Ebony would give his life for the Spirit (as the Spirit would do for him). He and the Spirit reside in the Spirit's underground HQ located at Wildwood Cemetery. Commissioner Dolan knows who the Spirit is and officially must attempt to arrest him (though he never has). The two of them have a great deal of respect for each other and aid each other whenever possible. The Spirit is like a son to him. His daughter, Ellen, is definitely the only woman who the Spirit would ever marry. Not only is she smart, but she was mayor of Central City, too.





THE SPIRIT'S WORST FOE!

Of all his foes, the Octopus may be the most deadly and most mysterious enemy the Spirit has ever had to face, even though he has never seen him. The only true way to identify this mysterious master criminal is the one article of clothing that he always wears—a pair of purple gloves with three yellow stripes on each hand. The power of the Octopus cannot be denied. Because no one knows his face and everyone is aware that he is a master of disguise, criminals hesitate to bad mouth him for fear of deadly retaliation. His whereabouts are always unknown.

HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN SPIRIT'S HISTORY



Spirit 8/2/40: Denny Colt appears to have been killed by the evil Dr. Cobra.

Only in suspended animation, Denny crawls out of the grave and becomes the Spirit.





Spirit 4/21/46: The Spirit first encounters the bizarre Mr. Carrion and his pet vulture, Sonja.

Spirit 10/8/46: The Spirit encounters femme fatale P'Gell, whose fascination always dies.





Spirit 12/1/52: The Spirit becomes the first man on the moon, with a group of volunteer astronauts.

SOMETHING YOU PROBABLY DIDN'T KNOW...

Would you believe that the Spirit actually lost his mask and secret identity and there was nothing he could do about it? Who could be so powerful? The Octopus? Carrion? Witch Hazel? No! The only thing that could stop the Spirit was the Internal Revenue Service. Two I.R.S. agents were sent to Central City to check out how the Spirit (a.k.a. Denny Colt) could operate and not pay his taxes. They put a cease and desist order on his activities until they could check out the whole matter. Fortunately, it all worked out for the best.





HERO FACT FILE

CLASS: SUPERHERO

SUPERMAN

ALTER EGO (REAL NAME)
KAL-EL, CLARK KENT

FIRST APPEARANCE
ACTION COMICS #1

HEIGHT 6'3"
EYES BLUE

WEIGHT 220 LBS.
HAIR BLACK

BASE OF OPERATIONS
METROPOLIS

OCCUPATION
DAILY PLANET REPORTER

SIGNIFICANT OTHER
LOIS LANE

GROUP AFFILIATION
NONE

LIKES
DOING GOOD

DISLIKES
KRYPTONITE

Superman & all related characters © & ™ 1994 DC Comics

SUPERMAN

The painful truth was that Krypton was dying. Forces in the planet's core were about to tear the world apart. And only Jor-El knew the truth; no one else would believe him, or perhaps they chose not to. Krypton, for all its advancement and enlightenment had become a sterile, stagnant world.

Perhaps it chose death. Jor-El chose life, and sent his infant son to Earth before Krypton exploded. The rocket landed in Kansas, and his child was found by Jonathan and Martha Kent, who raised the boy as their own. He grew up, went to school, and lived something like a normal life—except for the powers. Earth's weaker gravity and yellow sun gave the alien child fantastic strength, made him invulnerable to injury, and let him fly. When the boy grew up, he decided to use those powers to make a difference in the world. Clark Kent became Superman, and Superman became the Earth's greatest champion. Time and again he saved the Earth from those who wanted to conquer or destroy it, until he finally died, fighting to protect it from a monster called Doomsday.

Is this justice?

Of course not. But then the world isn't a very just place. People get hurt and killed all the time, for stupid reasons and sometimes for no reason at all. But fighting that injustice is what makes the world a better place, and that was the kind of fight that Superman always believed in. It was what he stood for. And in the end, even death wasn't too big a thing for him to fight against, and win.

Superman came back to save the day again. Superman is still fighting the good fight, and he does it his way. A way that any person or group or nation would be proud of. In Superman is the hope that great power doesn't have to be corrupt, but instead can allow for compassion. Even though the weakest have the power to kill, the strongest may be so powerful that they don't need to.

That's the American Way. Or better yet—it's the potential for good that, like Superman, the American Way carries.



Created By **JERRY SIEGEL & JOE SHUSTER**





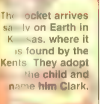


HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN SUPER HISTORY



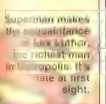
Knowing his planet is doomed, Jor-El places the birth matrix of his son in an experimental rocket-ship.



The rocket arrives safely on Earth in Kansas, where it is found by the Kents. They adopt the child and name him Clark.



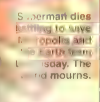
Clark and Lois meet for the first time. Maybe the sudden attraction is why she decides to call him Superman.



Superman makes the acquaintance of Lex Luthor, the richest man in Metropolis. It's hate at first sight.



After years of leading a double life, Clark finally reveals to Lois that he is Superman. Lois feels stupid.



Superman dies trying to save Metropolis and the Earth from Doomsday. The world mourns.



Dead to the world for months, Superman comes back from the grave to stop an insane cyborg version of himself.







PRETENDERS TO THE THRONE

While Superman was sleeping the big sleep, four Supermen came out of the woodwork and tried to get his old job and make time with Lois Lane. Superboy was a clone created by project Cademus. The Man of Steel was John Henry Irons, who created a suit of armor to honor Superman. The Last Son of Krypton was yet another guise of the Eradicator. And the Man of Tomorrow was really the madman Hank Henshaw, seeking revenge and power.





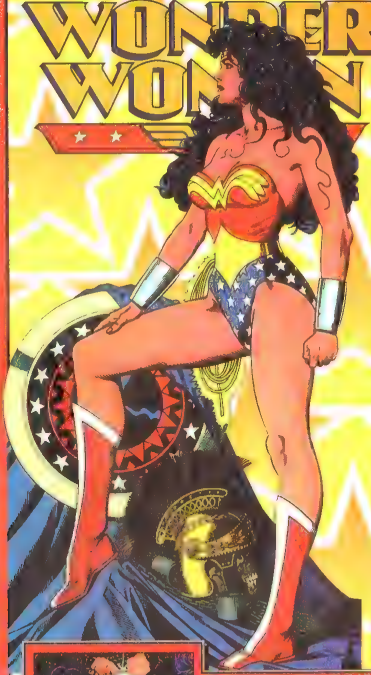
REMEMBER?

To read this Fact File, you might think that Superman has only been around a few years instead of being the oldest superhero out there. That's because the folks at DC are continually updating the character for the '90s and beyond. But Superman is still a real nostalgia trip for anyone who's ever loved the character. Hey, remember when Luthor was a mad scientist instead of a ruthless businessman? Or how about Kandor? You know, the city in the bottle. Or the original Nightwing and his partner Flamebird? And Supermorse! Geesh, who could forget Superhorse? And there was red kryptonite and blue kryptonite and jewel kryptonite and gold kryptonite and rainbow. . .





WONDER WOMAN





HERO FACT FILE

CLASS: SUPERHERO

WONDER WOMAN

ALTER EGO (REAL NAME)
DIANA, ALIAS DIANA PRINCE

FIRST APPEARANCE
ALL-STAR COMICS #8

HEIGHT	EYES
5'11"	BLUE
WEIGHT	**HAIR**
135 LBS.	BLACK

BASE OF OPERATIONS
MUTTON

OCCUPATION
PRIVATE [illegible]

SIGNIFICANT OTHER
[illegible]

GROUP AFFILIATION
[illegible]

LIKES
COMPETITION, SPIRITUAL GROWTH

DISLIKES
PETTINESS, GENDER FASCISM

Created By WILLIAM MOULTON MARSTON



HERO PIVOTAL X-TRA MOMENTS

FROM THEMYSCIRA TO OLYMPUS AND BEYOND

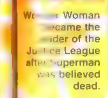


Princess Diana is created by Hippolyta and given life by the five patron goddesses and Hermes.

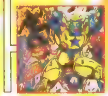


Diana wins the tournament, which makes her the designated champion to "Man's World."





Wonder Woman became the leader of the Justice League after Superman was believed dead.



Wonder Woman arrives in Boston and joins normal society for the first time.



The Amazons were originally part of a grand experiment by several Greek goddesses, an attempt to create a new race to espouse the wisdom of the gods. They failed, and so were assigned a new duty: protecting the world from the evils of Tartarus. Centuries later, it became clear that a champion would be needed to counter the acts of Ares, god of war. To that end, the goddesses and Hermes granted Hippolyta a daughter, Diana. The child was blessed with powers and talents by the gods themselves. With these endowments, Diana became the Amazons' champion, and she came to "Man's World" as Wonder Woman.

Since that time, Wonder Woman has been a prominent champion for peace. She does not espouse or practice violence for its own sake, but will use any means necessary to ensure the greater good. She is still somewhat naive and overly trusting of others, but otherwise she has adapted to "Man's World" quite skillfully. Granted power by members of the Greek Pantheon, Wonder Woman has joined a different Pantheon, that of Earth's superheroes.

Every article Wonder Woman carries bears a special significance. Her costume is based on the American flag, to honor an American pilot—Diana Trevor—who saved the Amazons during a time of desperate need. Her tiara is the sign of her office, and makes an effective thrown weapon on its own. Her silver bracelets, combined with her incredible reflexes and strength, enable Diana to reflect bullets. The Lasso of truth, forged from the girdle of Gaea, forces anyone bound by it to tell the truth.

Wonder Woman also has her own powers, blessed by the gods and ladies of Olympus. From Demeter, Diana gained the strength and power of the Earth. Aphrodite granted her beauty and a loving heart. Athena bestowed wisdom. Artemis gave the Amazon Princess the "eye of the hunter" and unity with the beasts. Hestia endowed her with "sisterhood" with fire, in order to open men's hearts, and Hermes issued speed and the power of flight.



SOMETHING YOU DIDN'T KNOW ABOUT WONDER WOMAN...

Very soon, Wonder Woman will be removed from her role, and restored by the goddess Artemis. Diana will not give up that easily, however. She will adopt a new costumed identity, and return to the Justice League independently until there is a decisive means to assess the "true" Wonder Woman. While all this is going on, keep one thing in mind: Princess Diana may be Hippolyta's daughter, but she definitely takes after her mother's sister, Antiope.



In the words of Charles Xavier

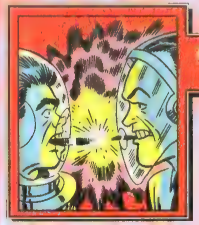
"Before we, who assume the role of X-Men, can hope to reach our full potential, it is important to understand exactly who we are... what we hope to accomplish

"First and foremost we are mutants—a breed of individuals who have found themselves existing on humanity's next evolutionary plateau. Born with the genetic capacity for great power, we have chosen to assume the added burden of responsibility, to defend those who have not the power or resources to protect themselves. At times this will mean coming to the aid of humans—providing a defense against those mutants who feel their powers allow them to dominate others. Just as often, we will be called on to safeguard mutants against the humans who fear and hate them simply because they are 'different.' All too often, we will defend mutants against their own kind—as the unfortunate quest for supremacy continues.

"We are the architects of the future—dedicated to constructing a bridge between the human and mutant population that share this world. We are pathfinders—embarked on a journey to enlightenment and tolerance between two races that have more in common that either realizes. We are explorers—looking for passage to a place where every living being exists in peace with one another.

"Above all else, we believe that every sentient being is capable of change—indeed, mutants themselves are the product of this ultimate change, evolution. To this end, we are compelled to open our doors—our very hearts—to all those who come to us for help."

-written by Scott Lobdell - X-Men Survival Guide to the Mansion



Created By STAN LEE & JACK KIRBY









HERO FACT FILE

CLASS: HERO TEAM

X-MEN

FIRST APPEARANCE

[redacted]

LEADER

PROFESSOR X

ROSTER

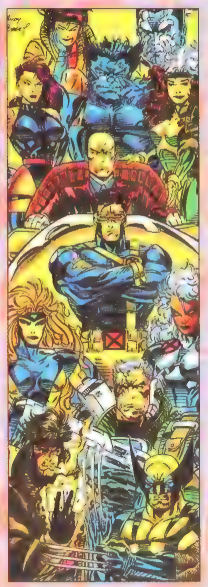
ARCHANGEL
BEAST
BISHOP
CYCLOPS
GAMBIT
ICEMAN
PHOENIX
PSYLOCKE
ROGUE
STORM

BASE OF OPERATIONS

XAVIER INSTITUTE

PURPOSE

INTEGRATE MUTANTS AND HUMANS



HERO PIVOTAL X-TRA MOMENTS

FOLLOWING THE CHILDREN OF THE ATOM



X-Men #1 (1963): Professor X's team of young mutants makes its dramatic debut.



Giant-Size X-Men #1: The "All-New, All-Different" team of international mutants comes together.



X-Men #94: Thunderbird dies when the team battles Count Nefaria and his Ani-Men.



Uncanny X-Men #137-137: Dark Phoenix Saga kills Jean Grey (for a while) and changes the team.



X-Men #1 (1991): All of Xavier's children are reunited as a single team, albeit in two parts.



HOME SWEET HOME

Located at 1407 Graymalkin Lane in Salem Center, New York, the X-Mansion has been rebuilt several times and is upgraded constantly. The part above ground houses the members of the X-Men. Below ground, you'll find the really fun stuff like Xavier's Ready Room and the Danger Room. This ultra-tech Romper Room can simulate *any* threat in *any* environment. Virtual Reality, eat your heart out!



MUTANT UNDERGROUND

Xavier has spent years developing his "Mutant Underground," a variety of humans sympathetic to the mutant cause. Some, like Sharon Friedlander or Thomas Corsi, are long-time friends of the X-Men. Others, even including a U.S. Senator, have operated in secret and never publicly associated themselves with the team. They have been an invaluable source of information for Xavier as well as acting for mutantkind.

SOMETHING YOU DIDN'T KNOW...

Though Cyclops, Marvel Girl, Iceman, Angel, and Beast were Charles Xavier's first *recruits* for the X-Men, they were not necessarily his first *choices*. Storm, Wolverine, and others were considered, but the initial five were chosen because they were easier to obtain.

BADROCK





HERO FACT FILE

CLASS: SUPERHERO

BADROCK

ALTER EGO (REAL NAME)

[illegible]

FIRST APPEARANCE

[illegible]

HEIGHT	EYES
9'5"	[illegible]

WEIGHT	HAIR
2006 lbs.	[illegible]

BASE OF OPERATIONS

[illegible]

OCCUPATION

[illegible]

SIGNIFICANT OTHER

[illegible]

GROUP AFFILIATION

[illegible]

LIKES

HOOPS, CARS, BABES, BEARS

DISLIKES

HEALTH FOOD, SCHOOL, BULLIES



Created By **ROB LIEFELD**







HERO PIVOTAL X-TRA MOMENTS

BAD TIMES WITH BADROCK. DON'T TAKE IT FOR GRANITE!



Youngblood #1: Badrock debuts with Youngblood—stopping the Four from a jailbreak



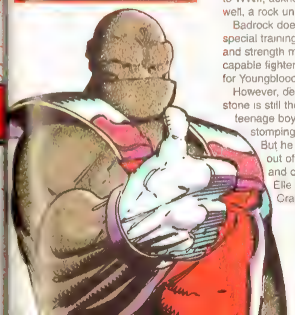
Youngblood #4-5: Badrock possessed by Darkthornn, breaks free, Youngblood wins



Youngblood Strikefile #4: Badrock helps battle Overtkill and knocks his block off–literally!

SOMETHING YOU DIDN'T KNOW...

Badrock is known, loved, and recognized by every loyal American (and most unloyal ones...). However, the government has not seen it to let anyone know that Youngblood's most public figure is only 16 years old! Worried about child endangerment laws?





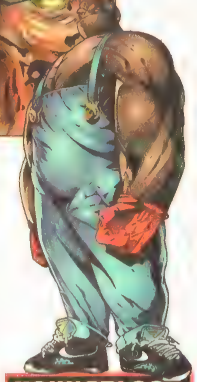
Boy of stone with a heart of gold, Thomas John McCall "accidentally" ingested a formula which turned him into the gigantic Badrock. Well, actually, he *was* called Bedrock; but rumor has it that a certain cartoon company took issue.

Technically, Badrock should be totally ineligible for government service–considering he's a minor–but his relative youth has not tarnished his ability on the Youngblood team one bit. Even Diehard, whose experience goes back to WWII, acknowledges that Badrock is, well, a rock under pressure.

Badrock doesn't seem to have any special training, but his immense size and strength makes him an extremely capable fighter at the front of the battle for Youngblood.

However, deep inside that body of stone is still the heart and mind of a teenage boy. Sure, Badrock loves stomping bad guys down to size. But he also gets a big charge out of video games, basketball, and of course fashion models Elle MacPherson and Cindy Crawford!





YOUNGBLOOD

Youngblood, the team Badrock belongs to, is the government's squad of superhero agents. Badrock is a member of the Home team, led by Shaft and accompanied by Dutch, Diehard, Troll, Vogue, Combat, and Knight Saber. Their main purpose is to fight superhuman threats, but they also seem to be heavily into public relations and image-building for the government. Needless to say, Badrock enjoys that part a lot.

CLASS: SUPERHERO

'BREED



Raymond Stoner is by far not the first demon half-breed to exist on Earth, and most likely won't be the last either. His father's kind have come across [illegible] raiding forays for centuries ... perhaps even longer. Unlike his "sister" Rachel, Raymond appreciates his human side and attempts to help humans when possible—a concern that [illegible] him directly at odds with his night-raiding kin.

Little is known about Raymond Stoner's heritage, even by Stoner himself. Events are leading this half-breed down a journey of self-discovery as he learns about his nature and himself. Although it appears as if the demons have definite plans in mind for Earth, the future holds *much* in store for him.

'Breed & related characters © & ™ 1994 Jim Starlin



HERO FACT FILE

CLASS: SUPERHERO

'BREED

ALTER EGO (REAL NAME)
RAYMOND STONER

FIRST APPEARANCE
'BREED # 1

HEIGHT: 6'
EYES: RED DEMONIC

WEIGHT: 450 LBS.
HAIR: BLACK

BASE OF OPERATIONS
ELSEWHERE

OCCUPATION
PHOTOGRAPHER

SIGNIFICANT OTHER
NONE

GROUP AFFILIATION
NONE

LIKES
BEING LEFT ALONE

DISLIKES
DEMONS, ALIENATION



Created by JIM STARLIN





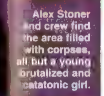


HERO PIVOTAL X-TRA MOMENTS

AN OVERVIEW OF CRUCIAL MOMENTS IN BREED'S TIME LINE



U.S. Army soldiers are deployed to investigate mysterious happenings in a remote town.



Alex Stoner and crew find the area filled with corpses, all but a young brutalized and catatonic girl.



Months later, she silently gives birth. The child is adopted by Stoner and named Raymond.



Years later during Vietnam, Raymond flips into his demon form, but blocks the experience out.



Raymond wanders into Elsewhere, a place situated between dimensions that only 'breed may go.



Raymond meets Rachel, another 'breed, who opens his eyes to his half-breed nature and powers.



Raymond provides a final peace to the tortured existence of his mother.



Elsewhere is invaded by an army 'breed after the scrying pool portrays Ray's location.







BREED'S ENEMIES... those who give Breed hell

THE OTHER BREED

Very little is known about Rachel and Raymond's relatives—the other demon half-breed. They were first seen through Elsewhere's scrying pool ... and then in mass invading Elsewhere. This breed considers Raymond and Rachel as rogues for not serving the demon masters that they were raised by.







SOMETHING YOU DIDN'T KNOW ABOUT...

BREED

Raymond Stoner is in love with a woman that he's never really met. He's seen her image consistently in the scrying pool for some time and has fallen hard for her.







HERO FACT FILE

CLASS: ANTIHERO

THE CROW

ALTER EGO (REAL NAME)

[redacted]

FIRST APPEARANCE

[redacted]

HEIGHT	EYES
[redacted]	[redacted]
WEIGHT	**HAIR**
[redacted]	BLACK

BASE OF OPERATIONS

[redacted]

SIGNIFICANT OTHER

[redacted]

LIKES

[redacted]

DISLIKES

[redacted]

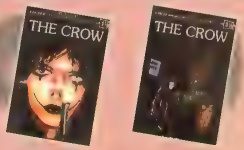
James O'Barr's *The Crow* is an age-old story of love, tragedy, and retribution—told in a modern setting and stripped of cliches.

Eric and Shelley had the type of love other people dream of, but that met an abrupt end when their car broke down at the worst possible time. When T-Bird and his crew came upon the hapless couple celebrating their engagement and ended Eric's and Shelley's lives, they unwittingly resigned their own death warrants. A year after those tragic events, Eric returned from the grave as The Crow, an enigmatic supernatural being who would wreak havoc on his enemies in amounts equal to the light that they snuffed from his life.





Created By JAMES O'BARR





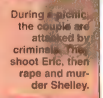


HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN ERIC'S EXISTENCE



While painting their new house, Eric proposes to Shelley. Quite enthusiastically, she accepts.



During a picnic, the couple are attacked by criminals. They shoot Eric, then rape and murder Shelley.



The critically wounded Eric lingers on just long enough to flatline on the operating table.



Nearly a year later, Eric returns as The Crow, and begins a quest to wreak vengeance.



Ignored by her junkie mother, Sherri finds a friend in The Crow—and gets a necklace with a wedding ring on it.



The Crow travels to Fun Boon's pawn shop, where Shelley's wedding ring was hocked by T-Bird.



The Crow takes out several of Shelley's killers—getting T-Bird's attention.



Eric makes sure that the cat Gabriel and Sherri are taken care of, then gets ready for the end.



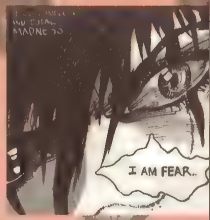
T-Bird gets his just reward at the receiving end of a ball-peen hammer.





An army of T-Bird's "foot soldiers" goes up against The Crow in the final confrontation.

After paying back the pain wreaked upon himself and Shelley, The Crow finally finds peace.



ELEKTRA



Desired by S.H.I.E.L.D. and any other spy agency smart enough to know about her, Elektra Natchios is perhaps the most dangerous woman in the world.

Back in her college days, Elektra met the young Matt (Daredevil) Murdock, found her reckless nature reflected in him, and fell in love. Their relationship came crashing to a halt when a policeman's misfired shot claimed the life of her father. At the funeral, Elektra decided that Murdock and she lived in separate realities, and left him. After this, Elektra began a journey traveling abroad to further pursue knowledge in the martial arts. She soon joined the murderous ninja clan, The Hand, and quickly became an extremely formidable martial artist. Not long after learning their secrets though, Elektra turned on them and was soon known throughout the world as a feared freelance assassin.

Years later, Elektra returned to the United States and became the Kingpin's pet assassin, replacing Bullseye, who had been put in jail by Daredevil. Her new position set Elektra against her former lover Murdock, and they soon came to blows. Before the two could meet any sort of resolution or kill each other, Bullseye escaped from prison and murdered Elektra, reinstating himself into the Kingpin's employ.

Not long after, The Hand attempted to resurrect their former member in a process that would turn her into an unkillable monster, completely under their control. With the help of the Black Widow and Stone (a Chaste ninja clan), Daredevil interceded and managed to somehow purify Elektra. While Daredevil fought off the horde of evil ninjas, Stone finished the process of bringing her back to life. The church the group fought in collapsed, and Stone and Elektra left for the peace of the Chaste encampment in the mountains, where they stayed for several years.

Recently, Elektra has returned to New York to put a stop to Erynys—a being given a modicum of life through the pure hatred of Elektra's old self. In the battle to destroy the creature, Elektra was instilled yet again with the dark spirit of her past. She is currently attempting to come to terms with herself again, and also trying to coerce Daredevil into beginning their relationship again. Murdock is remaining firm in that both of their lives are different now—but Elektra is very used to getting whatever she wants.



Created By FRANK MILLER







Elektra, Daredevil & related characters ©& ™ 1994 Marvel Entertainment Group



HERO FACT FILE

CLASS: ANTIHERO

ELEKTRA

ALTER EGO (REAL NAME)

[redacted]

FIRST APPEARANCE

[redacted]

HEIGHT 5'8"

EYES [redacted]

WEIGHT 130 LBS.

HAIR [redacted]

BASE OF OPERATIONS

[redacted]

OCCUPATION

[redacted]

SIGNIFICANT OTHER

[redacted]

GROUP AFFILIATION

[redacted]

LIKES

[redacted]

DISLIKES

[redacted]

HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN ELEKTRA'S LIFE/DEATH



Elektra's father dies in a terrorist attack. Disenchanted with the world, Elektra soon leaves Matt.



With S.H.I.E.L.D. Agent Garrett, Elektra foils the Hand's plan to possess the President.



To reinstate himself in Kingpin's hire and prove he's still the best, Bullseye murders Elektra.



Using Garrett's memories, the Hand instills Elektra's old hate-filled spirit into a being named Erynys.

Elektra meets Matt Murdock (who is to eventually become Daredevil) in college and the two fall in love.



Elektra joins the Hand to learn their secrets, soon betraying them and striking out on her own.



Elektra becomes the Kingpin's number one Assassin, putting her at odds with DD.



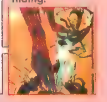
DD purifies Elektra and resurrects her. Without him knowing, she leaves for the mountains.



In the final battle with Erynys, Elektra absorbs her old spirit and is no longer "pure."



Elektra returns from the mountains to put a stop to her old self, and learns she's missed much in life by hiding.



SOMETHING YOU DIDN'T KNOW ABOUT...

ELEKTRA

Some time after leaving Matt Murdock, Elektra had an affair with the Snake Root big wig Tekagi. Of course, old boy wasn't sporting his current skull-face while the two were an item. One just doesn't go from Matt Murdock's Robert Redford good looks to Freddy Krueger.





FIREARM



There are some very dangerous people in this world, and they are all justifiably afraid of Alec Swan. Back in his native England, Swan was a member of the Special Boat Services, Great Britain's answer to the Navy Seals. He was frighteningly good at his job, and attracted the attention of The Lodge, the most covert of England's covert intelligence departments. Swan served as a "Squire" of the Lodge for a number of years, and it was there that he acquired the code name Firearm along with a very big gun to go with it.

But there is only so much a man can put up with, even for God and country. A joint mission between the Lodge and Aladdin needed a scapegoat to succeed. Swan and his team were lied to and sent to their deaths. Swan somehow managed to survive (as he always does) and he quit the Lodge and moved to America to become a Private Investigator.

He hoped to put his past behind him. Thanks to the Jumpstart Effect, Swan now finds himself an almost ordinary man in an extraordinary world, fighting vampires, aliens and people in power armor. Sometimes the weirdness gets to him. He's the sort who would much rather sit at home with a good book and a hot cup of tea than face down a power-mad Ultra, but it's his job and really the only kind of work he knows. Besides, when things start getting strange, when people in spandex and capes start flying around, shooting death rays and talking about conquering the world, he just pulls out a very big gun, and everything suddenly seems much simpler.





HERO FACT FILE

CLASS: HERO

FIREARM

ALTER EGO (REAL NAME)
ALEC SWAN

FIRST APPEARANCE
FIREARM #1

HEIGHT	EYES
6'1"	BLUE
WEIGHT	**HAIR**
205 LBS.	BROWN

BASE OF OPERATIONS
WASHINGTON

OCCUPATION
PRIVATE INVESTIGATOR

SIGNIFICANT OTHER
[redacted]

GROUP AFFILIATION
NONE

LIKES
TERLEY'S TEA

DISLIKES
HIS OLD LIFE

Created By JAMES ROBINSON









INFLUENCING THE YOUNGER GENERATION



While Swan has never thought of himself as a role model, he has had a profound effect on 13-year-old Kevin Green, a.k.a. Prime, who styled his new scar after Alec's.



SOMETHING YOU DIDN'T KNOW ABOUT...

FIREARM

While Alec Swan is not exactly a film buff, he loves the soundtracks. His favorite modern composer is Miklós Rózsa, who composed for such classic films as *Spellbound*, *Double Indemnity*, and *The Private Life of Sherlock Holmes*.



WHAT DID YOU SAY YOUR NAME WAS?

While there are no statistics for Swan's firearm, or information on how he managed to keep it after he left the Lodge, there's no mystery about what it can do. Its high-velocity explosive rounds can punch through a brick wall, steel plate, or your average Ultra.

HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE LIFE & TIMES OF ALEC SWAN



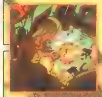
Firearm #1: Swan agrees to find a missing man, and gets shot at by thugs and pounded on by an Ultra.



Firearm #2: Swan goes to Hardcase for information. It's hate at first sight, but they manage to help each other.



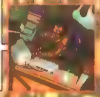
Firearm #3: Swan does his impression of *The Running Man* for a group of hedonistic cannibal yuppie Ultras.



Firearm #4: Most of the Ultraverse is on the moon, but Swan is busy rescuing a client from ultra-powered killers.



Firearm #5: Swan meets Effie, a girl with very cute wings, and stops her from committing suicide.



Firearm #6: Hired to find the missing Prime, Swan is forced to go to Yeats, a member of the Lodge for information.

CLASS: VILLAIN

GRENDEL

The young man who became known as Hunter Rose, and later as the archfiend Grendel, was very different from others. It is theorized that Rose's brain carried a slight mutation, allowing him use of a higher percentage of brain functions and placing him far above his peers. He excelled in all activities whether physical or mental, but didn't find any real challenge until meeting fencing instructor Jocasta Rose—a woman more than twice his age.

Jocasta's influence led him to take on the name Hunter Rose after her death. But even more than that, she instilled in him a competitive spirit that would lead him to take on truly grand challenges. He quickly moved up the ranks from hitman to head of the Crime Syndicate. He foiled the police and Argent (the police's pet beast and Grendel's nemesis), Grendel even dueled with the enigmatic Batman, who managed a draw against him.

The eventual downfall of Grendel came from the most unexpected of places, a child. By 18, Rose began to run a vast criminal network—after poisoning the former head Barry Palumbo. In an act of kindness, Rose adopted his daughter Stacy. Many months later, the young girl discovered Rose to be Grendel, and from then on set about manipulating Argent into direct confrontation with Grendel. The subsequent battle left Argent confined to a wheelchair for years, and Hunter Rose dead.

Within a few years Hunter Rose's Grendel namesake would gain notorious power ... and decades later would come to influence the entire world as others felt under the same spell Hunter Rose succumbed to—the spirit of Grendel.



Created By **MATT WAGNER**





HERO FACT FILE

CLASS: VILLAIN

GRENDEL

ALTER EGO (REAL NAME)
HUNTER ROSE (DECEASED)

FIRST APPEARANCE
COMICO PRIMER #2

HEIGHT	EYES
5'10"	GREEN
WEIGHT	**HAIR**
150 LBS.	BLACK (W/ WHITE STREAK)

BASE OF OPERATIONS
MANHATTAN

OCCUPATION
CRIMINAL MASTERMIND

SIGNIFICANT OTHER
JOCASTA ROSE (DECEASED)

GROUP AFFILIATION
NONE

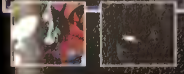
LIKES
CHALLENGES

DISLIKES
ARGENT

THE VILLAINS IN GRENDEL'S LIFE

Argent—The Wolf is a victim of an ancient Indian curse that transformed him into his current state. Allied with the city, Argent was the only real challenge from the police for Grendel.

Batman—The Dark Knight proved to be a near exact match opposite of the Grendel.



HERO PIVOTAL X-TRA MOMENTS

A BRIEF RECAP OF THE IMPORTANT MOMENTS IN GRENDEL'S LIFE



After fencing instructor Jocasta Rose tutors him about the world, master Rose even pla...

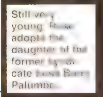


Fresh from the mysterious hitman Grendel Rose starts running a vast criminal empire





Still very young Rose adopts the daughter of the former kingpin Barry Palumbo...



During a romp in Gotham City Grendel faces off with the enigmatic Batman—his near opposite

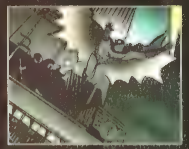




Finding Rose's journal, Stacy discovers that he arranged her father's death and begins plotting



Stacy manipulates The Wolf against his lac... ...ing elf and Grendel—which leads to his untimely death.



SOMETHING YOU DIDN'T KNOW ABOUT...

GRENDEL

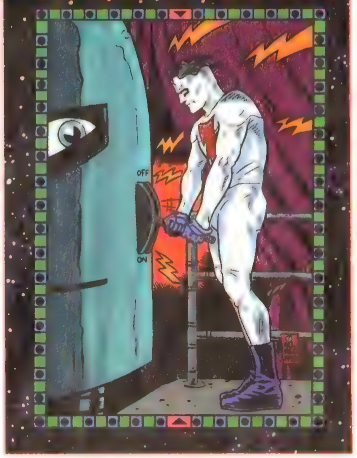
Several other unknown facts about Hunter Rose: Hunter Rose kept his secret journals in a safe hidden behind a tank of piranhas. He often fed choice bits of his victims' brains and entrails to these tiny guardians. By the time he was killed at age 22, Grendel had left a trail of almost 400 corpses.





Grendel created characters ©&™ 1984 Matt Wagner

MADMAN





HERO FACT FILE

CLASS: SUPERHERO

MADMAN

ALTER EGO (REAL NAME)
FRANK EINSTEIN

FIRST APPEARANCE
FUN THE MADMAN #1

HEIGHT: 6'
EYES: FISH BLUE

WEIGHT: 190 LBS.
HAIR: BROWN

BASE OF OPERATIONS
SHAG 23??

OCCUPATION
ADVENTURER

SIGNIFICANT OTHER
JOE LANDSMAN

GROUP AFFILIATION
NONE

LIKES
PAPER AEROPLANES

DISLIKES
SURLY BEATNIK MUTANTS

A quiz—Who's the spiffiest? The snazziest? Who's naive and intelligent as all get out at the same time?!? Who is the hippest being in existence? ... *Who loves ya, baby?!?*

He's ***Madman***—the Kojak equivalent of cool in comic book characters.

Modeled after his hero, Mr. Excitement, resurrected shy-boy Frank Einstein likes to try to get in the way when bad things happen to good people. He and his scientist friends get in crazy adventures, but he prefers to spend his time with his girlfriend Joe. Young Frank was dubbed 'Madman' when he shot himself out of a cannon at a circus (while trying to capture the villainous Mr. Monstadt). An onlooker in the crowd shouted "He's a Madman!"

The rest ... is history.



Madman & related characters ©& ™ 1994 Mike Allred

Created By MIKE ALLRED









SOMETHING YOU DIDN'T KNOW ABOUT...

MADMAN

There comes a special time in a boy's life when he needs to stand tall and proclaim himself a man. "Grrrrrr!" He'll say, and it's a very bold and masculine display to watch. However, this is irrelevant to Frank. What you should take from this box is that he *really* likes Chinese food.

HERO PIVOTAL X-TRA MOMENTS

THE EXTRA SPECIAL TIMES IN MADMAN'S LIFE



Frank is named after a blend of Dr. Boiffard's cultural heroes: Frank Sinatra and Albert Einstein.

No one knows who he was before the crash, but the body that came from it turned into Madman.





Frank falls for Joe (short fort Josephine)—who worked next door to his psychic investigating service.

After self-esteem problems, he models himself after his comic book hero—Mr. Excitement!





Dr. Boiffard stops working for evil Mr. Monstadt and is knocked off. Frank puts him in the freezer.



Frank chops off Flem's head and reattaches it to a clone body. Flem helps him bring B. back to life.



Shot out of a cannon at circus and steals the show! Is called Madman for the first time ever!



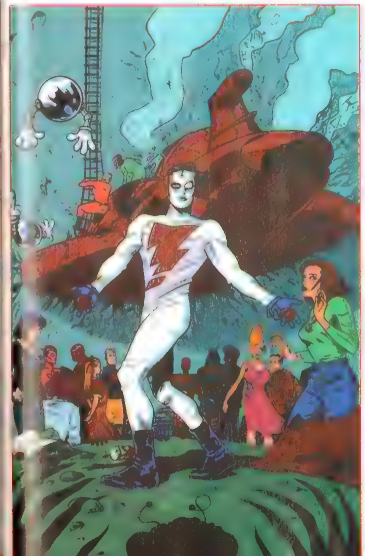
During an aerial parachute battle, Frank's hair springs forth from his mask, creating a stunning new look.



Madman saves the day! He is reunited with Joe and begins to live happily ever after. People happy!



Frank explores the unknown and during a dream sequence understands ... everything!





HERO FACT FILE
CLASS: SUPERHERO

MEGATON MAN

ALTER EGO (REAL NAME)
TIMMY FOLEY

FIRST APPEARANCE
MEGATON MAN #1

HEIGHT [illegible] **EYES** [illegible]

WEIGHT BULKY **HAIR** WHITE

BASE OF OPERATIONS
ANY GIVEN SU

OCCUPATION
[illegible]

SIGNIFICANT OTHER
EARTH WOMAN NAMED [illegible]

GROUP AFFILIATION
NONE

LIKES
ACTION ACTION ACTION!

DISLIKES
GREEN ANTS ON EARTH

MEGATON man

What do you do when your fists are bigger than your entire head? Well, you either break things very easily, become a superhero, or in Megaton Man's case—*you do both!* Along with his friends, The Megatropolis Quartet Megaton Man defends the Megahero Universe in a high-pitched super-heroic fashion that oddly enough manages to parody whatever major events are taking place in the comics industry. Strange how that works out—one would *almost* think it was deliberate.

[illegible] © 1994 Don Simpson
[illegible] © ™ 1994 Eric Larsen



Created By DON SIMPSON



SOMETHING YOU DIDN'T KNOW ABOUT M-MAN

While Megaton Man is not *technically* considered a *HERO* employee, let's just say that our windows have never been cleaner.



Normalman



Normalman was shot away in a rocket from his deteriorating home planet Arnold, shortly after being born. When he finally landed on the planet Levram, Normalman had spent all of 20 years in the ship—resulting in a very limited array of social skills with which to deal with being the only non-powered person on a planet chocked full of superheroes. His adventures on Levram and parallel universes have become a mission to poke fun and puns at nearly every major work in comics history up to that point—funny what just one average guy can do to make the entire comics world a more hilarious place



HERO FACT FILE
CLASS: HERO

NORMALMAN

ALTER EGO (REAL NAME)
[illegible]

FIRST APPEARANCE
[illegible]

HEIGHT [illegible] **EYES** [illegible]

WEIGHT [illegible] **HAIR** [illegible]

BASE OF OPERATIONS
THE PLANET LEVRAM

OCCUPATION
[illegible]

SIGNIFICANT OTHER
[illegible]

GROUP AFFILIATION
NONE

LIKES
[illegible]

DISLIKES
[illegible]

NORMALMAN & ALL RELATED CHAR
[illegible]



Created By JIM VALENTINO





HERO FACT FILE

CLASS: SUPERHERO

PITT

ALTER EGO (REAL NAME)

[redacted]

FIRST APPEARANCE

[redacted]

HEIGHT	EYES
[redacted]	[redacted]

WEIGHT	HAIR
[redacted]	[redacted]

BASE OF OPERATIONS

[redacted]

OCCUPATION

[redacted]

SIGNIFICANT OTHER

[redacted]

GROUP AFFILIATION

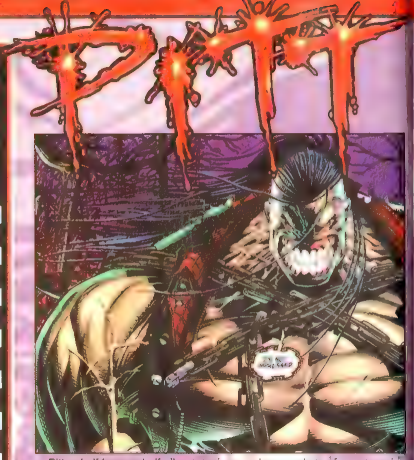
[redacted]

LIKES

[redacted]

DISLIKES

[redacted]



Pitt, a half-human, half-alien massive wrecking machine of an assassin, has escaped his captors and landed on Earth. Fed up with doing his test-tube father's, the evil Zoyvod's, bidding, the human side of Pitt is catching up with him. His strongest tie to humanity is in the person of an 8-year-old named Timmy. Timmy, however, is more than just a cute little sidekick, and his links to Pitt are far more than coincidental. His own powers, which he is still discovering, rival those of Pitt. Another cast member on the side of right is the alien, Jereb, who resides in Pitt's conscious as he hides from Zoyvod, giving guidance and direction to his host. Finally, Detective Bobbie Harras, a secretly super-powered being also known as Rai-Kee, rounds out the essential *Pitt* personnel, and she is actually a part of a superhero team which is certain to play prominently in the future. Driven by survival, Pitt is slowly finding his way among the human population and even learning to relate to a few of them along the way. He still prefers peaceful solitude, however, so don't go picking fights with Pitt or making him mad. There's already a trail of busted-up bikers ready to confirm that Pitt is one bad dude who's better off left alone.



Created By **DALE KEOWN**







HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN PITT'S LIFE



Youngblood #4: Pitt escapes his spaceship cell and materializes on a subway in time to save Timmy from thugs.



Pitt #1: Timmy dreams about Pitt, realizing they are linked and that things will never be the same again.



Pitt #2: Tracing their DNA, bounty hunters find Timmy and Pitt. Jereb also identifies himself to Timmy.



Pitt #2: Zoyvod, who engineered Pitt from alien and human DNA, reveals that he is Pitt's "father."



Pitt #3: To kill Pitt, Zoyvod draws his attention by threatening Timmy and draining the boy's life-force.



Pitt #4: Pitt battles his "father" to rescue Timmy and to put an end to Zoyvod's reign of terror once and for all.







SOMETHING YOU DIDN'T KNOW ABOUT...

PITT

Pitt's sheer strength makes him a formidable opponent, but he also has another trick in his repertoire that is sure to come as a big surprise to somebody–his claws extend! Pitt also likes hanging out with Maxx, because it's not often that he can be the smartest guy in the room.











TIMMY ZOYVOD JEREB RAI-KEE

THE PITT CRUE



CLASS: SUPERHERO



HERO FACT FILE
CLASS: SUPERHERO

PRIME

ALTER EGO (REAL NAME)
[redacted]

FIRST APPEARANCE
[redacted]

HEIGHT: 6'2"
EYES: [redacted]
WEIGHT: [redacted]
HAIR: [redacted]

BASE OF OPERATIONS
[redacted]

OCCUPATION
[redacted]

SIGNIFICANT OTHER
[redacted]

GROUP AFFILIATION
[redacted]

LIKES
BEING A HERO

DISLIKES
BEING USED

PRIME



Ruth and Russell Green wanted a child more than anything else in the world. So much in fact, that they didn't care what they had to do, or who they had to turn to for help. At the time, Mr Green was working as a civilian consultant to a top-secret military project doing research on Ultras and their potential as soldiers. Another civilian working on the project was Dr Gross, the country's leading geneticist. He needed test cases, the Greens needed a baby, and in the end, they both got what they wanted. Mrs Green gave birth to a healthy, apparently normal boy, and they named him Kevin. Not long after, Mr. Green quit working for the Army, and the family moved out to the suburbs. They were happy there for 13 years, and had almost managed to forget the past. That's when Kevin began to transform.

Kevin Green is basically a normal 13-year-old. He is just beginning to discover girls and is shy around them. He goes to junior high and thinks it's pretty much a waste of time. He watches too much TV and reads too many comic books. Oh yeah, and when he wants to be, he is the single most powerful Ultra on Earth. Only puberty could make things worse.



Created By **Len Strazewski & Gerard Jones**



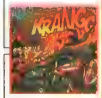




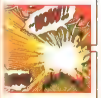
HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN PRIME'S LIFE

Prime #1: With great power and greater naivete, Prime sets out to be a hero, helping the U.N. in Somalia.



Prime #5: Expending all of his power to fight a demon and save Kelly, Prime is captured by Gen. Samuels.



Prime #7: Prime is ordered to the Moon by Gen. Samuels to learn the secret of the Jumpstart effect.



Prime #8: Prime rebels against Gen. Samuels to help Mantra. The General decides to use stronger controls on him.



Prime #9: Prime is sent on a suicide mission by Gen. Samuels, and has to survive a nuclear blast.



Prime #10: With Firearm, Prime has his showdown with Gen. Samuels and becomes Rogue Prime.





SOMETHING YOU DIDN'T KNOW ABOUT... PRIME

Kevin Green may be sweet on Kelly, but Kelly's mother has her eye on the new, renegade Prime. With an adult's body and a kid's mind, along with a case of puberty and hormones raging through his veins, it'll be interesting to see how Kevin reacts when an older woman puts the moves on Prime. Malibu may have to introduce a daytime talk show into the Ultraverse to sort it all out. "Mothers who steal their daughters' 13-year-old Ultra boyfriends, on this edition of Geraldo!"



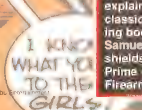
BILLY BATSON NEVER HAD IT THIS TOUGH

Kevin does not exactly transform into Prime. Instead, the Prime-power creates a body made out of some strange goop that encloses him. When the power runs out, it melts. Yuck.



WHAT TO WEAR, WHAT TO WEAR . . .

Kevin has limited control over the kind of body that the Prime-power creates. This explains why his first body has such a classic superhero look to it. His spacefaring body was made with help from Gen. Samuel's scientists, complete with heat shields and air tanks, but his new Rogue Prime body reflects Kevin's influence from Firearm and his new and darker attitude.



e & related characters ©& ™ 1994 Malibu Entertainment



HERO FACT FILE
CLASS: SUPERHERO

RIPCLAW

ALTER EGO (REAL NAME)
ROBERT BEARCLAW

FIRST APPEARANCE
CYBERFORCE #1

HEIGHT
6'7"

EYES
RED

WEIGHT
235 LBS.

HAIR
BLACK

BASE OF OPERATIONS
NEW YORK

OCCUPATION
FREELANCE ARTIST

SIGNIFICANT OTHER
[illegible]

GROUP AFFILIATION
CYBERFORCE

LIKES
PAPER DOLLS

DISLIKES
DANGEROUS WOMEN

Robert Bearclaw would probably have made an excellent shaman, had someone not decided to invade his body and give him cybernetic hands. However, those hands also appear perfectly suited for Bearclaw. They express his unity with the spirit of the bear, one of the many nature spirits he summons to aid him. Whether the "calling of spirits" is merely psychological or if there is an actual link between Robert Bearclaw and the spirit totems, he still wields their attributes with incredible skill as Ripclaw, a powerful member of Cyberforce



Created By **MARC SILVESTRI**











If you're in the middle of a fight, then Ripclaw is one thing and one thing only: a wicked instrument of battle. His fighting edge is as finely honed as the blades formed on his fingers. Crossing this man is tantamount to a death sentence, because Ripclaw takes a battle very seriously.

But when the dust has settled, Robert Bearclaw is not so predictable. He's a quiet, introspective man, not prone to hasty action. Like his Native American ancestors, he seems to commune with nature. Even in the middle of a city, he projects the sense of an elemental nature. He does not anger easily, and his loyalty is immense.

Bearclaw also bears a tremendous sense of responsibility. He carried the death of Misery with him for years, and it was this single weakness which enabled her to control him. Now he's free again—and has dedicated himself to working for right with his allies in Cyberforce.

HERO PIVOTAL X-TRA MOMENTS
CUTTING THROUGH THE FACTS
RIPCLAW'S PAST



Ripclaw was a member of the SHOCs. His former partners are now Cyberforce's enemies.



Misery manipulated Ripclaw into fighting his teammate, Warblade, on two separate occasions.



Ripclaw later joined other former SHOCs to form Cyberforce and battle Cyberdata.

SOMETHING YOU MAY NOT KNOW...

Ripclaw has a younger brother who has mutant powers of his own—the ability to summon extra-dimensional creatures to do his bidding, even while unconscious. He lies in a coma in a New York hospital. He has a deep, dark secret concerning heinous crimes that Cyberdata manipulated him to do long ago.

ROJAS





HERO FACT FILE
CLASS: SUPERHERO

ROJAS

ALTER EGO (REAL NAME)
[redacted]

FIRST APPEARANCE
STAR SLAMMERS #1

HEIGHT [redacted] EYES [redacted]

WEIGHT [redacted] HAIR [redacted]

BASE OF OPERATIONS
[redacted]

OCCUPATION
STAR SLAMMER

SIGNIFICANT OTHER
[redacted]

GROUP AFFILIATION
[redacted]

LIKES
TAKING THINGS AS THEY COME

DISLIKES
CAPTURE



Created By **WALTER SIMONSON**







HERO PIVOTAL X-TRA MOMENTS
A LOOK BACK AT THE BEST & WORST IN ROJAS'S STARS



Rojas's becomes a widower. His Star Slammer wife dies in action at a young age.



Through an amazing mistake, Rojas becomes the first Star Slammer ever to be captured.



Now a huge political football, Rojas is put on a ship heading for the Empire Homeworld.



A typical Star Slammer Sandwich brain response.



The Star Slammers is a race of beings that can out-fight/out-gun anyone in the galaxy and have turned their abilities into a profitable business venture. On a routine assignment, Rojas, a Slammer who's served many years, ends up being taken captive through an accident. Adding insult to injury, he's become a prisoner of The Empire, a back-water Federation of planets not even really worth the Star Slammers notice, outside on routine assignments. Now Rojas has become a bartering piece in a political battlefield—but all the participants have another thing coming if they think Rojas is going to sit back and let himself be used as a pawn!



The Empire's version of a Star Slammer—the four-foot Colonel Phaedra.



SOMETHING YOU DIDN'T KNOW ABOUT... ROJAS

Did you know that Rojas has a sandwich brain? He's one of the few Star Slammers to be given this expensive and painstaking treatment. What this is is that his brain is spliced with brain sections from higher primates. This then acts as an organic computer allowing him to program complex hyperspace navigations as well as giving him a preset series of responses for life/death situations. This edge makes Rojas an ace in the hole when the Star Slammers face overwhelming odds, as his response time cranks.

SANDMAN





HERO FACT FILE

CLASS: SUPERHERO

SANDMAN

OTHER NAMES
KAI'CKUL, MORPHEUS, DREAM

FIRST APPEARANCE
SANDMAN #1

HEIGHT
APPLICABLE

EYES
WHITE

WEIGHT
INAPPLICABLE

HAIR
BLACK

BASE OF OPERATIONS
THE DREAMING

OCCUPATION
KEEPER OF DREAMS

SIGNIFICANT OTHER
PRESENTLY NONE

GROUP AFFILIATION
THE ENDLESS

LIKES
BROODING OCCASIONALLY

DISLIKES
[illegible]

The Sandman are a family of near omnipotent beings who keep watch over the realm of existence. They are comprised of Dream, Destiny, Delirium, Desire, Despair, and Dream.

Sandman is another name for Dream, who has gone by a number of names and aspects, such as Morpheus, Kai'ckul. The Sandman ... there are as many names for him as there are cultures. In Dream's [illegible]-old existence, the Keeper of Dreams and Lord of the Dreaming has lived through much and [illegible] told many stories ... in fact, everyone's. Instead of being "cosmic," the Sandman has remained rather human—with his character slights, misgivings, and ability to learn from mistakes, an accomplishment for an entity that could conceivably ignore all advice, however does not...



Created By NEIL GAIMAN



HERO DREAM'S X-TRA FAMILY

A BRIEF LOOK AT SANDMAN'S RELATIVES, THE ENDLESS



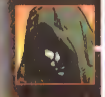
She's spunky, cute, and full of life. She's the last person you'll ever meet. She's Death!



The most colorful of the Endless. Delirium sometimes has fish coming out of her head.



More depressing than anything, Despair is ever surrounded by hooks, rats and broken mirrors.



Destiny is chained to his book. It is a burden he will not put down until the end of time.



Destruction is the only one of the Endless to quit. He is a creative force, although a bad cook and artist.



Desire is quite wicked and has promised to bring the Kindly Ones down upon Dream's head.

HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN SANDMAN'S LIFE



Death and Dream enter into a wager which produces Hob Gadling, the man who does not die.



The Sandman is captured in a magic circle by a magician attempting to encircle his sister, Death.



After reclaiming his equipment he begins to brood viciously, only to be set straight by Death.



Lucifer turns over the key to hell to Dream, which gives him no small amount of stress.

Fearing the consequences, Queen Nada spurns Dream's affections and is condemned to hell.



Dream commissions Will Skekespeare to write two plays. The first is performed for the Faerie.



Through the meekness of his guards and his own guile, Dream escapes and wreaks vengeance.



The Endless meet as a family for the first time in centuries.



DREAM'S ENEMIES...

AN OVERVIEW OF THOSE WHO CAUSE SANDMAN GRIEF

Lucifer—The ex-ruler of hell vowed a long time ago that he would destroy Dream... that is still to be seen.
Loki—The God of Lies made a deal with Dream for his freedom but now appears to be working against him.
Puck—The only of the Faerie still on Earth and the most mischievous of them all. Puck is planting along with Loki.



Sandman & related characters ©&™1994 DC

THE SAVAGE DRAGON



Don't bother this guy in spandex. The Dragon is *a cop*. Admittedly, not many cops are incredibly strong and able to ignore small weapons fire, but that's the kind of cop it takes when the Vicious Circle is coming down hard on Chicago!

From the day the amnesiac Dragon was found in a field, he's fallen victim to subterfuge and manipulation. It's not enough that the first girl he remembers loving died in a seemingly random murder, but his best friend manipulated a man into being killed to ensure that the Dragon would join the police force!

But the Dragon doesn't have time to dwell on this. The Vicious Circle needs to be brought down, and it looks like only he can do it!



HERO FACT FILE

CLASS: SUPERHERO

SAVAGE DRAGON

ALTER EGO (REAL NAME)
[redacted]

FIRST APPEARANCE
SAVAGE DRAGON #1

HEIGHT	EYES
5'10" (5'6" w/fin)	GREEN
WEIGHT	**HAIR**
450 LBS.	BALD

BASE OF OPERATIONS
CHICAGO

OCCUPATION
POLICE OFFICER

SIGNIFICANT OTHER
KAPTURE (?)

GROUP AFFILIATION
CHICAGO POLICE

LIKES
CHOCOLATE DONUTS

DISLIKES
UNDERWEAR ON THE OUTSIDE



created By ERIK LARSEN







SOMETHING YOU DIDN'T KNOW ABOUT...

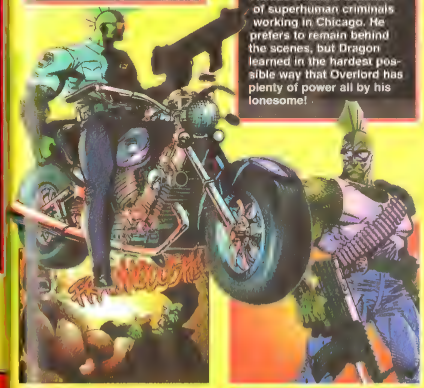
SAVAGE DRAGON

You have to realize that there is only so much time a man can devote to action. So, when the Savage Dragon isn't feeling quite so Savage, and he's actually not bombarded by women, he's more than happy to unwind and relax at home with his complete collection of ABBA albums.



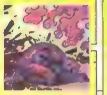
OVERLORD

Overlord controls the immense power of the Vicious Circle, a coalition of superhuman criminals working in Chicago. He prefers to remain behind the scenes, but Dragon learned in the hardest possible way that Overlord has plenty of power all by his lonesome!



HERO PIVOTAL X-TRA MOMENTS

WHAT DRAGON REMEMBERS OF HIS LIFE



Savage Dragon #1: When a close friend dies, Dragon decides to become a cop.



Image #0: Dragon falls for Debbie Harris, who is in turn killed for unknown reasons.



SD #4: Realizing there is too much to handle on his own, Dragon helps form The Freak Force.



SD #5: Dragon learns that his best friend set up the accident which led Dragon to become a cop.



SD #7-8: Dragon barely survives his battle with Overlord, but pulls himself back.



SD #9: Dragon manages to *regenerate* the hand which he lost while battling the Overlord.





DRAGON: CHICK MAGNET

Forget the superhuman strength and that wickedly cool fin. The *real* reason everyone looks up to the big green guy is his quiet, confident charm which draws women in droves. Reporters, actresses, girls in hallways, even fellow superheroines find themselves attracted to this Savage Dragon.

SPAWN



HERO FACT FILE

CLASS: SUPERHERO

SPAWN

ALTER EGO (REAL NAME)
COL. AL SIMMONS

FIRST APPEARANCE
SPAWN #1

HEIGHT 6'5"
EYES RED/BLACK

WEIGHT 410 LBS
HAIR STAIN

BASE OF OPERATIONS
MALEBOLGIA (NEW YORK CITY)

OCCUPATION
HELLSPAWN-IN-TRAINING

SIGNIFICANT OTHER
WANDA BLAKE

GROUP AFFILIATION
HELLSPAWN

LIKES
SMOKED SCOTCH

DISLIKES
MANIPULATION



Created By TODD McFARLANE



Spawn & all related characters © & ™ Todd McFarlane
Batman & all related characters © & ™ DC Comics

HERO PIVOTAL X-TRA MOMENTS

UPDATE ON RECENT EVENTS AFFECTING SPAWN



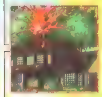
Spawn #12: Jason Wynn arranges to harass Terry Fitzgerald, Wanda's new husband.



Spawn #13: It is revealed that Jason Wynn is the man who ordered Chapel to murder Al Simmons.



Spawn #14: "Twitch" and Burke return to the streets, looking for word on a certain Hellspawn.



Spawn #16: It is revealed why Wynn had Simmons killed: to gain hellish "psychoplasm."



Spawn #16: Wynn is changed into the "Anti-Spawn" by agents of Heaven.



Spawn #17-18: With the help of his homeless compadres, Spawn defeats Wynn, the Anti-Spawn.



Spawn #18: A stranger informs Spawn that there may be a way out of his deal with Hell.

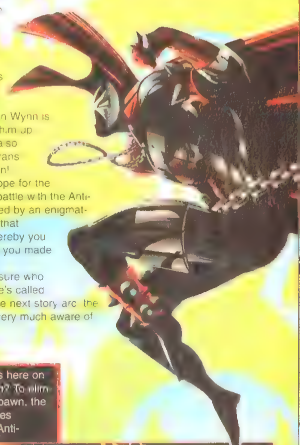


Spawn/Batman: Mark Millar and Marc Silvestri unite two dark heroes with different styles, and they don't hit it off.

VIOLATOR UPDATE



Right now the Violator is still stuck in that fat little disgusting body, but he has told a rather remarkable tale where he battled a medieval-era Hellspawn. Though the complete truthfulness of that account can definitely be questioned, the Violator maintains that this battle led to his becoming the first Dragon in the Western world!



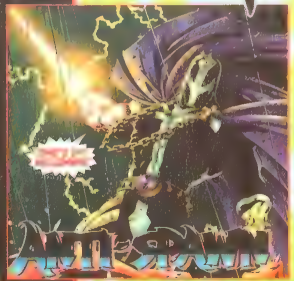
It may have seemed like discerning the identity of his killer would fix everything in Spawn's life. It hasn't.

Though Al Simmons has gained his revenge on Chapel, at this point he is still not aware that Jason Wynn is actually the man who set him up. On top of it all, Spawn is also unaware that Wynn was transformed into the Anti-Spawn!

However, there may be hope for the Hellspawn. Just after his battle with the Anti-Spawn, he was approached by an enigmatic man who informed him that "...there are methods whereby you can undo the bargain that you made and retain your powers."

At this point, nobody is sure who Spawn is, or even what he's called. However, by the end of the next story arc, the entire world will become very much aware of Spawn's existence!

If Hell can create agents here on Earth, why can't Heaven? To eliminate the threat of Hellspawn, the agents of the pearly gates arranged to create an "Anti-Spawn." In a twisted stroke of irony, the man chosen to become Heaven's Anti-Spawn is Jason Wynn, the government scumbag who arranged Al Simmons' death to attain some of Hell's power for himself! Imbued with "elemental fire," Wynn nonetheless failed to destroy Spawn. Undaunted, Heaven is simply re-charging the reluctant Wynn with even *more* power for the rematch!



SWAMP THING



HERO FACT FILE
CLASS: SUPERHERO

SWAMP THING

ALTER EGO (REAL NAME)
[redacted]

FIRST APPEARANCE
[redacted]

HEIGHT [redacted] **EYES** [redacted]

WEIGHT [redacted] **HAIR** [redacted]

BASE OF OPERATIONS
[redacted]

OCCUPATION
[redacted]

SIGNIFICANT OTHER
[redacted]

GROUP AFFILIATION
[redacted]

LIKES
[redacted]

DISLIKES
POLLUTION, DEMONS

Alec Holland and his wife, Linda, were scientists working on a bio-restorative formula that would end world hunger. The criminal organization called the Conclave decided they could put it to better use. When the Hollands refused to sell, the Conclave's goons blew up their laboratory in the Louisiana swamplands. Linda died in the blast. Alec was doused with flaming, unclassified chemicals, and ran screaming into the swamp. The Swamp Thing was what came out again.

Swamp Thing roamed the backwaters of North America for years getting into all sorts of weirdness, while seeking vengeance for Linda's death, and trying to find a way to become human again. It was only after being overwhelmed and "killed" by the hired army of the Sunderland Corporation that he learned the real truth: Alec Holland had died in the blast along with his wife. The forces of nature and coincidence had used the soul and psyche of Alec Holland as a template to create an Elemental, the guardian of the Earth in time of need.

Understanding his true nature, Swampy was free to become more than just another superhero. His adventures have since taken him to heaven, hell, the distant reaches of space, and the ends of time.



Created By LEN WEIN



Swamp Thing & all related characters © & ™ 1994 DC Comics



SOMETHING YOU DIDN'T KNOW ABOUT... SWAMP THING

Swamp Thing is more than a scourge of evil, he's also a devoted family man. Abigail, his long-suffering spouse is also the niece of Arcane. Tefe, his daughter, is growing up to be an elemental like her daddy. She's named for a South American river near the Parliament of Trees.











Swamp Thing's Greatest Enemy . . .

ARCANE

They don't come any more evil than this. In his quest for immortality, Arcane has mastered science and magic, created the Un-men, and even tried to steal Swamp Thing's body. He's been beaten, he's been killed, he's been sent to hell, but he always comes back.

HERO PIVOTAL X-TRA MOMENTS
A LOOK BACK AT THE BEST & WORST IN SWAMP GROWTH



ST #20: Swamp Thing is shot in the head and frozen. He isn't happy when he thaws to realize he's not human.

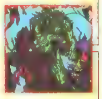




ST #2: Swampy has his first run—in with Arcane and his Un-men while trying to regain his humanity.



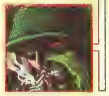
ST #3: Our hero meets Abby, the future love of his life, and monster bait for many stories to come.



ST #37: Swampy meets Sting! John Constantine makes his first comic book appearance.



ST #50: Swamp Thing and DC's other mystic characters save heaven from concentrated evil.



ST #53: Abby gets arrested for marrying a plant—Batman and Swampy duke it out in Gotham City.



ST #81: Swampy travels back in time, visiting great moments in history, but not as originally planned.

CLASS: ANTIHERO

VAMPIRELLA



In an attempt to avoid her amoral nature, Vampirella spent many years as a diluted version of herself through the use of Conrad Van Helsing's blood serum. Throughout this time Vampi believed outrageous lies about her past and herself, i.e. she was the sole survivor of the alien world Drakulon or that she was the one-time Egyptian ruler Cleopatra turned into a vampire by her co-ruling brother Ptolmay.

Recently however, Vampirella has turned away from the serum and returned full force onto the stage of the world—taking on such menaces as [illegible] and the Unseelie Congress. And now she seeks answers to her own past, discovering the keys to her past in ancient Rome and Medieval France, who were the great forefathers of the Van Helsing family, and the first place.

But the truth may hold a price.



HERO FACT FILE

CLASS: ANTIHERO

VAMPIRELLA

ALTER EGO (REAL NAME)
[illegible]

FIRST APPEARANCE
VAMPIRELLA #1

HEIGHT	EYES
5'6"	[illegible]
WEIGHT	**HAIR**
120 LBS.	BLACK

BASE OF OPERATIONS
VARIES

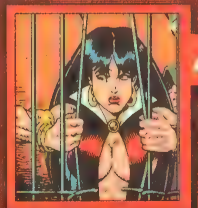
OCCUPATION
VAMPIRE

SIGNIFICANT OTHER
ADAM VAN HELSING

GROUP AFFILIATION
[illegible]

LIKES
BLOOD

DISLIKES
NOT KNOWING HER ORIGIN



Created By FORREST J. ACKERMAN









HERO PIVOTAL EXTRA MOMENTS

A LOOK AT THOSE SPECIAL TIMES IN VAMPIRELLA'S LIFE



After years in a haze from addiction to pseudo-blood serum, Vampirella frees herself.



Vampirella declares war on the Unseelie Congress, terrorizing them worldwide.



Finding strange clues to her past, Vampi begins a quest to discover the truth about herself.



[illegible] gets a foothold of power in Europe and Vampirella rushes there to stop him.



Vampirella destroys Drac's pawn in the French consul, setting the country against her.



SOMETHING YOU DIDN'T KNOW ABOUT...

VAMPIRELLA

Though often seen sporting high-heeled black boots, Vampirella privately prefers Reeboks to any footwear of the heeled variety. This has previously not been publicly known as to protect her image. However, now that this information stands revealed—expect to see her on TV ads with Barkley.

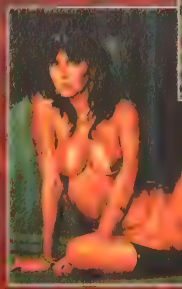


VAMPI'S ENEMIES —THOSE WHO SOIL HER BLOOD

The Unseelie Congress: a cabal of vicious Unnaturals who Vampi has all but wiped out, but the remaining act like rats in a corner. Chaos: the god of Chaos who holds the secret to Vampirella's past. Hemorrhage: a rogue member of Danse Macabre, a group of covert agents with vampire-derived [illegible]







WildC.A.T.s
COVERT-ACTION-TEAMS

For centuries the Daemonites and Kherubim have interacted with Earth and humanity, since being trapped here ages ago. The evil Daemonites took possession of humans and became conquerors, while the benevolent Kherubim decided to simply live among them. Some Kherubim formed the Coda, the finest group of fighters ever. Others mated with humans, and their offspring became known as "Gifted Ones." In the present day, an Orb of power threatened to bring the Daemonites' kin through to the Earth's dimension by powering a warp gate. Knowing of the danger, Void saw to it that the amnesiac Lord Emp of the Kherubim was capable of forming a coalition of heroes to fight Helspoint's malevolent plan. This group became known as the WildC.A.T.s, and despite a clash with America's Youngblood, succeeded in halting the Daemonite plot.

The WildC.A.T.s are: Spartan, field leader, a powerful synthorg; Voodoo, gifted with "The Sight"; Void, a clairvoyant teleporter; Grifter, American spy trained as a Coda; Zealot, "sex and violence all in one package;" Maul, the towering powerhouse; and Warblade, able to form vicious weapons from his own body.





Created By JIM LEE & BRANDON CHOI







HERO PIVOTAL X-TRA MOMENTS
TRACKING THE WILD RIDE WITH THE WILDC.A.T.S



WildC.A.T.s #0: To fight the Daemonites, Emp builds Spartan and recruits Maul and Warblade.



WildC.A.T.s #1: Together, everyone rescues Voodoo, whose "Sight" can spot Daemonites.



WildC.A.T.s #4: The team prevents the alien Orb of power from falling into the wrong hands.



WildC.A.T.s #10-12: The WildC.A.T.s team up with the Huntsman against a new alien threat.

WildC.A.T.s #0: Cosmonaut Adrianna Tereshkova becomes Void and knows she must find Emp.



WildC.A.T.s #0: Grifter and Zealot are searching for a "Gifted One" who bears "The Sight."



WildC.A.T.s #3: Youngblood is tricked into fighting the WildC.A.T.s by a possessed Dan Quayle.



WildC.A.T.s #5-7: Warblade and Ripclaw bring the WildC.A.T.s and Cyberforce into conflict.





HERO FACT FILE
CLASS: HERO TEAM

WILDC.A.T.S

FIRST APPEARANCE
WILDC.A.T.s #1

LEADER
EMP

ROSTER
GRIFTER, MAUL, SPARTAN, VOID, VOODOO, ZEALOT

BASE OF OPERATIONS
HALE INDUSTRIES

PURPOSE
COUNTERPOINT DAEMONITES



NATURAL ENEMIES

Several of the WildC.A.T.s are the offspring of Kherubim, powerful beings from another dimension. Their natural enemies are the Daemonites, another extradimensional race which can possess living beings. They have attained several useful positions in this matter—one Daemonite even possessed Dan Quayle! Zealot and Grifter, meanwhile, brought along their own trouble: the Coda, an all-female clan of deadly assassins to which Zealot once belonged.



AX



HERO FACT FILE

CLASS: SUPERHERO

AX

ALTER EGO (REAL NAME)
[redacted]

FIRST APPEARANCE
THE MAN CALLED AX #1

HEIGHT [redacted] **EYES** [redacted]

WEIGHT [redacted] **HAIR** [redacted]

BASE OF OPERATIONS
[redacted]

OCCUPATION
[redacted]

SIGNIFICANT OTHER
[redacted]

GROUP AFFILIATION
[redacted]

LIKES
[redacted]

DISLIKES
NOT KNOWING HIS PAST

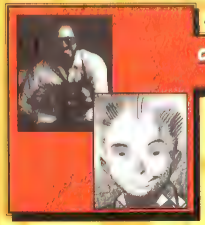
He's wiping out the criminal syndicates. The police can't stop him. No one in the city of Bedlam knows who or what the man is, save for the inscription carved into his belt reading "AX" and that to get in his way means death. Even *he* doesn't know what he is.

It's safe to say that all anyone in Bedlam knows about the man they call AX is that they want him dead.



AX & all related characters © & ™ 1994 Marv Wolfman & Shawn McManus

Created By MARV WOLFMAN & SHAWN McMANUS



Clockwise from top: Marvel Wolfman; Shawn McManus—Self-portrait





SOMETHING YOU DIDN'T KNOW ABOUT THE MAN CALLED AX

The first pivotal moment that AX remembers of his life is the moment that his fingers grew back.

PRIME! HARDCASE! PROTOTYPE!

ULTRAFORCE™

WHEN HEROES NEED HEROES



NEW, ONGOING, MONTHLY SERIES!
BY GERARD JONES, GEORGE PEREZ, AND ALVEY

ULTRAVERSE

...CONTRARY™ GHOU... Rights Reserved. ...Colors by Alvey



Black, alias Reed Blackett, is more than just another pretty face in a vigilante costume. He spent 10 years as a member of the MI-10 which is the highest order of protectors to Her Majesty, the Queen of England and was personally decorated by the Queen on four separate occasions. When disillusionment set in, the Queen allowed ex-spy identity for one of her favorite operatives, and Reed Blackett was born. Taking his personal valet, Brookes Grey, Reed moved to America and started IIE. After meeting Whitney Samson (whom trouble seems to follow), the vigilante team of Black and White was formed.

Whitney was born in Hong Kong. She is a 12th degree black belt, and is known for her impetuous nature. Her family was murdered in front of her eyes. Since that time, Whitney has vowed to avenge that bloody vendetta. Whitney and her remaining relative started Kamasaya Brewery using a recipe for beer that had been passed down from generation to generation. When a hostile takeover of Kamasaya gets dangerous, Reed Blackett steps in and the vigilante team of Black and White is formed.

BLACK & WHITE

Black & White and all related characters ™ & © Art and Anthony Thibert





Created By ART & ANTHONY THIBERT





HERO FACT FILE
CLASS: SUPERHERO

BLACK

ALTER EGO (REAL NAME)
REED BLACKETT (ALIAS)

FIRST APPEARANCE
SUPREME # 10

HEIGHT | EYES
6'1" | BLUE

WEIGHT | HAIR
210 LBS. | RED-BROWN

BASE OF OPERATIONS
MALIBU

OCCUPATION
BUSINESSMAN, MI-10 AGENT

SIGNIFICANT OTHER
NONE

GROUP AFFILIATION
PARTNER OF WHITE

LIKES
WOMEN

DISLIKES
UNDISCIPLINED







HERO FACT FILE
CLASS: SUPERHERO

WHITE

ALTER EGO (REAL NAME)
WHITNEY SAMSON/WHITE SONG

FIRST APPEARANCE
SUPREME # 10

HEIGHT | EYES
5'8" | BLUE

WEIGHT | HAIR
124 LBS. | BLACK

BASE OF OPERATIONS
MALIBU

OCCUPATION
OWNER, KAMASAYA BREWERY

SIGNIFICANT OTHER
NONE

GROUP AFFILIATION
PARTNER OF BLACK

LIKES
EVERYTHING

DISLIKES
BEING TOLD WHAT TO DO



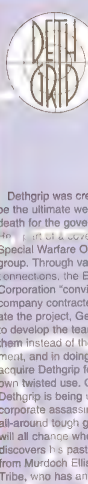
EVERYONE SHOULD HAVE A VALET

Before trading his license to kill for a valet's license, Brookes Grey was also a member of the MI-10. His formal training was in weapons design. All weapons that Black and White use are the design of Brookes. He is always tinkering with some new form of defense for his employers.

SOMETHING YOU DIDN'T KNOW ABOUT BLACK (AND HE DOESN'T EITHER)

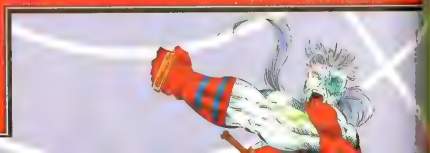
Since being labeled with the title vigilante, the MI-10 has been keeping a closer watch on Reed. Suddenly they are not so sure of his loyalties.













HERO FACT FILE

CLASS: SUPERHERO

DETHGRIP

ALTER EGO (REAL NAME)

[redacted]

FIRST APPEARANCE

AXIS ALPHA

HEIGHT	EYES
7'9"	[redacted]

WEIGHT	HAIR
292 LBS.	[redacted]

BASE OF OPERATIONS

[redacted]

OCCUPATION

SPECWAR OP FOR GENTECH

SIGNIFICANT OTHER

NONE

GROUP AFFILIATION

[redacted]

LIKES

UNKNOWN

DISLIKES

[redacted]

Dethgrip was created to be the ultimate weapon of death for the government He [redacted] Special Warfare Operative group. Through various connections, the European Corporation "convinces" the company contracted to create the project, Gen-Tech, to develop the team for them instead of the government, and in doing so, acquire Dethgrip for their own twisted use. Currently Dethgrip is being used as a corporate assassin, and an all-around tough guy. This will all change when Erik discovers his past with help from Murdoch Ellison of Tribe, who has an agenda of his own against European

Dethgrip has the ability to absorb kinetic impact and convert it into various energies. He stores this, much like a battery, and needs the Null-Bands to disperse it. Without them he would continue to absorb energy, until his molecules discorporate. Possessing incredible strength, agility, and senses, as well as alien symbiotic armor, Dethgrip is quite formidable and more than a match for anyone and anything . Including those who created him

SOMETHING YOU DIDN'T KNOW...

There are 13 other members of the Darkside Project that created Dethgrip, of which an unknown amount have been activated.

Created By **JIM CALLAHAN**



HERO FACT FILE

CLASS: ANTIHERO

EVIL ERNIE

ALTER EGO (REAL NAME)

ERNEST FAIRCHILD

FIRST APPEARANCE

EVIL ERNIE #1

HEIGHT	EYES
5'11"	[redacted]

WEIGHT	HAIR
214 LBS.	BLACK

BASE OF OPERATIONS

GENERALLY NOMADIC

OCCUPATION

PRESIDENT OF THE P.S.A.

SIGNIFICANT OTHER

LADY DEATH

GROUP AFFILIATION

RANKS AMONG THE DEAD

LIKES

[redacted]

DISLIKES

LIVING BEINGS



The gentleman's name is Evil Ernie. He's a zombie who controls the dead. His patroness is a buxom evil demoness named Lady Death. His current achievements include overrunning the East Coast with mind-controlled zombies, dropping a satellite on Manhattan Island and declaring himself the President of the Psychotic States of America. And though accomplishing much already, Ernie's real goal is Megadeath—the utter extinction of all living beings.

The rock 'n roll of this situation should be readily apparent.



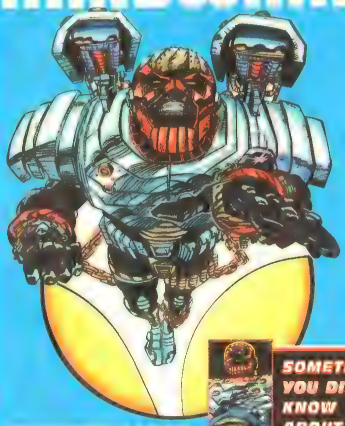
Created By **BRIAN PULIDO**

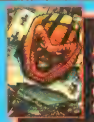






HARDWARE





HERO FACT FILE

CLASS: SUPERHERO

HARDWARE

ALTER EGO (REAL NAME)

FIRST APPEARANCE

HEIGHT | EYES

WEIGHT | HAIR

BASE OF OPERATIONS

GREATER CITY OF DAKOTA AREA

OCCUPATION

SIGNIFICANT OTHER

GROUP AFFILIATION

LIKES

STAYING AHEAD OF EVERYONE

DISLIKES

SOMETHING YOU DIDN'T KNOW ABOUT...

HARDWARE

Hardware is currently trying to repair the distress signal from Icon's crashpod. He's doing this favor to learn alien technology, and because he wouldn't mind if Icon went home.



DEFINITIVE CREATIVE TEAM



Created By **MILESTONE MEDIA**







HELLBOY





HERO FACT FILE

CLASS: SUPERHERO

HELLBOY

ALTER EGO (REAL NAME)

FIRST APPEARANCE

HEIGHT | EYES

WEIGHT | HAIR

BASE OF OPERATIONS

OCCUPATION

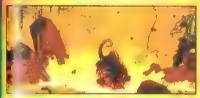
SIGNIFICANT OTHER

GROUP AFFILIATION

SENTINELS OF FREEDOM

LIKES

DISLIKES



Hellboy was brought to Earth in 1944 by a Nazi-aided sorcerer but through a mistake, the young demon ended up in Allied hands. Hellboy was raised by Trevor Bruttenholm, a paranormal investigator whom he would come to style himself after careerwise. After 50 years, it appears Hellboy may learn something of his origins, as the sorcerer who brought him over from hell has reappeared once again.



Created By **MIKE MIGNOLA**



SOMETHING YOU DIDN'T KNOW ABOUT ... HELLBOY

Hellboy was a chain smoker from 1956 to 1965—nine packs a day. It's theorized that it may have stunted his growth.



LORCA



Lorca spent many years as an Acquisitor, searching out and claiming new sources of Plasm for The Org—the living world where most inhabitants consider themselves cells of the larger being. That was a view Lorca shared until he met the free-thinking Laygen. Eventually she convinced Lorca that each living creature was unique and the two plotted to find a place where they could be individuals together.

Unfortunately, the Grand Inquisitor of the Org held him under suspicion and in a ploy to get Lorca to reveal his treachery, wiped out Laygen in front of him and the Emperor. Lorca stood by, seemingly unmoved, and the Inquisitor's charges were temporarily unfounded. At this point Lorca had just discovered Earth and had planned on it as his and Laygen's escape.

However he now endeavors to bring over an army of 10,000 humans as soldiers for a revolution, and attempted to recalibrate them with powers of the Org. Only five survived the process, but were ultimately enough to help set in motion the revolt ... and not long after Lorca was proclaimed emperor.

Now Lorca must balance the hypocrisy of his position—keeping the Org's inhabitants happy while trying not to waste its resources.



Created By DAVID LAPHAM & JIM SHOOTER









HERO FACT FILE

CLASS: SUPERHERO

LORCA

ALTER EGO (REAL NAME)
[redacted]

FIRST APPEARANCE
PLASM #1

HEIGHT 5'9" **EYES** [redacted]

WEIGHT 235 LBS. **HAIR** PURE SILVER

BASE OF OPERATIONS
THE ORG OF PLASM

OCCUPATION
EMPEROR

SIGNIFICANT OTHER
LAYGEN (DECEASED), SUERACEEN (LUST-MATE)

GROUP AFFILIATION
THE [redacted] OF PLASM

LIKES
INDIVIDUALITY, LOVE, FREEDOM

DISLIKES
SUNBREAK, INNOCENT MULCHING

ABOUT THE WORLD OF PLASM

The other-dimensional world or "Org" of Plasm is a single living organism, where every living being and object is in danger of being mulched if their biomass is needed. When The Org began feeding on itself, Lorca led the armies of Plasm in raiding neighboring worlds, enslaving them and draining them dry to feed The Org. As Emperor, Lorca is now trying to teach the people of Plasm to value their individual life.

HERO PIVOTAL X-TRA MOMENTS

A GANDER AT LORCA'S PLASM-FILLED EXISTENCE



Lorca's true love, Laygen, is executed by Grand Inquisitor Ulnareah. Lorca hides his pain.



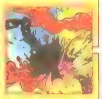
Lorca brings 10,000 humans from Earth to experiment on. Only five survive the ordeal ... changed.



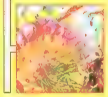
The empowered five, Lorca and Grimax, a splat-terball champion, lead a revolt against the emperor.



Lorca becomes emperor of the Org and attempts to change the citizen's wasteful, grandious ways.



The Org itself comes under attack from those willing to usurp Lorca from his position.



Lorca manipulates Nudge to make the Org protect itself—assimilating the resources of five planets.



THE MANY LOVES OF EMPEROR LORCA...

Lorca occasionally clones Laygen when he is lonely, only to destroy the clone to avoid arrest, and to remind himself that Laygen will only live "Once, and never again." Though Sueraceen is his current "Lust-Mate," Lorca is becoming attracted to the beautiful Gossamer, who will play a major part in the upcoming Defiant crossover Schism.









SOMETHING YOU DIDN'T KNOW ABOUT...

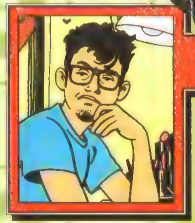
LORCA

Plasm is a world where everything is alive, right down to the buildings. Yet curiously, Lorca cannot *stand* sushi. "Disgusting!" says Emperor Lorca. "I mean, it's dead! At least they didn't do something *really* disgusting, like cook it!"

Maggie & Hopey



From the Barrio they came: one turned her back on an exciting career as a globe-hopping pro-solar mechanic and drifted into a job at a fast food joint. Eventually, she found herself just drifting. The other was just something of a misfit, who eventually wound up playing bass for a band that couldn't survive their first tour. Are they friends? Lovers? Punks? Partners in crime? Whatever, they've been part of some of the most compelling comics stories of the last decade—as seen in Jaime and Gilbert Hernandez's marvelous *Love & Rockets*.

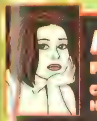


Created By **JAIME HERNANDEZ**









HERO FACT FILE

CLASS: HERO

MAGGIE

ALTER EGO (REAL NAME)

FIRST APPEARANCE

HEIGHT | EYES

WEIGHT | HAIR

BASE OF OPERATIONS

OCCUPATION

SIGNIFICANT OTHER

GROUP AFFILIATION

LIKES

DISLIKES



HERO FACT FILE

CLASS: HERO

HOPEY

ALTER EGO (REAL NAME)

FIRST APPEARANCE

HEIGHT | EYES

WEIGHT | HAIR

BASE OF OPERATIONS

OCCUPATION

SIGNIFICANT OTHER

GROUP AFFILIATION

LIKES

DISLIKES

ALMOST EVERYTHING

HERO FRIENDS X-TRA & FAMILY

AS TOLD TO HERO BY JAIME HERNANDEZ



Izzy: "A friend of Maggie's from years ago whose house they hang out at."



Daffy, their Japanese friend. Basically an upper middle-class kid who loathes M & H."



Penny Century, "their wacky friend. Off and on she dreams of being a superhero."



Ray Dominguez. As a teen, Maggie had a crush on him. Later, he came back into her life.



Rand Race. Pro-Solar mechanic whom Maggie idolized.



SOMETHING YOU DIDN'T KNOW ABOUT...

THE MADSTER & THE HOPESTER

From Jaime Hernandez: "Do you know that Hopey was a child model? What do you call them, a pretty baby? She was always entered in beauty contests thanks to her mom. Maggie really does like being spanked by a Hot Wheel track. Actually, you're the first person I've ever told this to. Not even her best friends know."



Maggie & Hopey & all related characters ©& ™ 1994 Jaime Hernandez

CLASS: ANTIHERO



HERO FACT FILE

CLASS: ANTIHERO

THE MASK

ALTER EGO (REAL NAME)
STANLEY IPKISS

FIRST APPEARANCE
DARKHORSE #1

HEIGHT 5'8" (173 CM)
EYES RED

WEIGHT 150 POUNDS (68 KG)
HAIR NONE

BASE OF OPERATIONS
THE CITY

OCCUPATION
PARTY ANIMAL

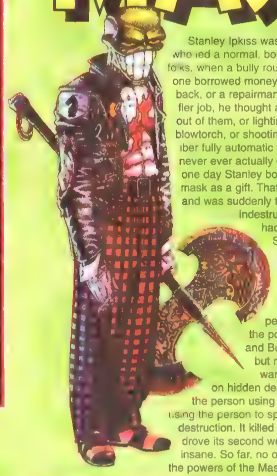
SIGNIFICANT OTHER
N/A

GROUP AFFILIATION
NONE

LIKES
BOOZE, SMOKES, CHAOS

DISLIKES
UPTIGHT DORKS

THE MASK



Stanley Ipkiss was a normal, boring guy who led a normal, boring life. And like most folks, when a bully roughed him up or someone borrowed money and never paid him back, or a repairman shafted him on a muffler job, he thought about beating the snot out of them, or lighting them on fire with a blowtorch, or shooting them with a high-caliber fully automatic weapon—but he would never ever actually do such a thing. Then one day Stanley bought his girlfriend a mask as a gift. That night, he tried it on—and was suddenly transformed! He became indestructible! He was agile! He had a big green head!

Stanley vowed to use his new powers to protect and serve others in need. But first he had a few scores to settle.

The Mask gives to the person who wears it all the power of the Terminator and Bugs Bunny combined, but not without a price. It warps the mind and plays on hidden desires. In the end it isn't the person using the Mask, it's the Mask using the person to spread chaos and destruction. It killed Stanley, and nearly drove its second wearer, Lt. Kellaway, insane. So far, no one has been able to use the powers of the Mask without abusing them, but someone else is bound to try again.



Created By MIKE RICHARDSON







HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN COMIC HISTORY



***Mayhem* #1:** Stanley Ipkiss decides to try on the strange mask he bought his girlfriend as a gift.



***Mayhem* #4:** After much excitement, Stanley gets blown away by the Mask's new owner.



***Mask* #1:** Lt. Kellaway decides to use the Mask to fight crime, and becomes its new wearer. Let the good times roll!



***Mask* #2:** The Mask meets Walter for the first time, and things get a little out of control...



***Mask* #4:** After nearly killing his best friend, Kellaway decides to give up the Mask for good.



***The Mask Returns* #1:** Thugs out to kill Kellaway find a strange object, and one just has to try it on.

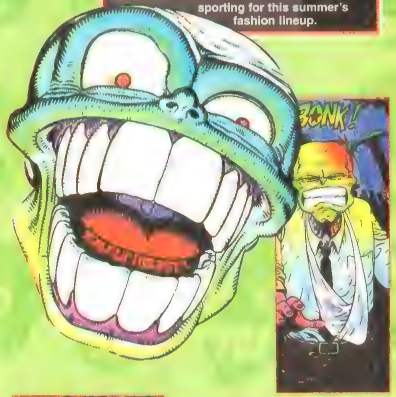


***TMR* #3:** Kathy has a strange dream in which she sees a glimpse of the ancient origins of the Mask.



THE MANY MASKS OF THE MASK

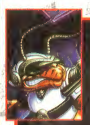
The Mask's powers are truly beyond words, but one of the strangest is the ability to wear anything it wants, whenever it wants to wear it. So watch out for the lunch ladies at school, bullfighters, and even carnival barkers. No one knows what the Mask will be sporting for this summer's fashion lineup.





SOMETHING YOU DIDN'T KNOW ABOUT... WALTER

Walter is the only human (you could sort of call him human) to ever fight the Mask and survive. Walter is incredibly strong, possesses an inhuman tolerance for pain, and is just too stupid to know when to die—or when to quit. He's been shot, electrocuted, and run over, all the while never saying a word. And he never, ever stops.



HERO FACT FILE

CLASS: SUPERHERO

TB7

ALTER EGO (REAL NAME)
TECHNOBEETLE SEVEN

FIRST APPEARANCE
TSC JAMS #0

HEIGHT	EYES
2'	GREEN

WEIGHT	HAIR
71 LBS.	NONE

BASE OF OPERATIONS
TOP SECRET

OCCUPATION
SPECIAL AGENT

SIGNIFICANT OTHER
LADYBUGS LOVE HIM!

GROUP AFFILIATION
S.C.A.R.A.B.

LIKES
FAST CARS & FAST LADYBUGS

DISLIKES
GOOP AND GOOP USERS

TB7 AND THE TECHNOBEETLES



TechnoBeetle Seven–TB7 or simply Seven for short—is the fearless and outrageously lucky leader of the TechnoBeetle Squad. TB7 is the only survivor of the nine-member Bionic Beetle team, which was captured and killed by P.L.A.G.U.E. when they attempted to destroy the evil group's only remaining narcotic "Goop" laboratory.

Aside from his top-notch training as an agent of S.C.A.R.A.B., Seven's most noticeable features are his add-ons which include a thigh compartment housing a spare pistol, the soles of his shoes (which open to reveal escape equipment), and the medallion on his chest, which sprays pepper gas. Finally, a right thigh compartment holds TB7's "License to Exterminate" badge, which is absolutely necessary in his never-ending battle against P.L.A.G.U.E.

Seven's greatest hour was during his rescue of Queen from P.L.A.G.U.E.'s assassination attempt, when TB7 cuffed the evil agent Scorpionfly's left hand as he held onto the edge of a building. Rather than allowing himself to be captured however, Scorpionfly shot off his own hand and fell to his death.

Since then, Seven has been a favorite of S.C.A.R.A.B. Control, and the first to be given TechnoBeetle status.

TB7 and The Technobeetle Squad are ™ & © 1994 Terry Smith Creations



Created By ROBERT KOESTER & TERRY SMITH









HERO FACT FILE

CLASS: SUPERHERO

WARSTRIKE

ALTER EGO (REAL NAME)
BRANDAN TARK

FIRST APPEARANCE
MANTRA #1

HEIGHT	EYES
6'3"	GREEN

WEIGHT	HAIR
225 LBS.	BLONDE

BASE OF OPERATIONS
UNKNOWN

OCCUPATION
ULTRA FOR HIRE

SIGNIFICANT OTHER
NONE

GROUP AFFILIATION
NONE

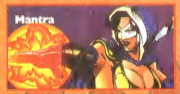
LIKES
DANGER, PEZ, BEING RICH

DISLIKES
HIS PAST, BEING BORED, BARNEY

WARSTRIKE



Case: Warstrike. Not much is known of this Ultra, save for a few facts. Fact: he was known for some time as the freelance adventurer, The Strike. Fact: upon starting up as an Ultra for hire, he spent a sizable piece of his fortune on purchasing a nanotech healing power which works at best erratically. Fact: Warstrike has the power to "see" all possible courses of action within a nanosecond. Presumably this power allowed him to kill the warrior Lukasz—whose spirit then went on to inhabit Eve Eden, also known as Mantra. Fact: recently revealed to our sources that Warstrike's civilian guise is millionaire Brandan Tark. Threat level increasing with time. Caution advised.



Warstrike ® of related characters © & ™ 1994 Malibu Entertainment



Created By DAN DANKO



SOMETHING YOU DIDN'T KNOW ABOUT WARSTRIKE

Warstrike secretly wishes he could be on the Satellite of Love with Crow and Tom Servo. Stay tuned next season.





HERO FACT FILE

CLASS: SUPERHERO

X

ALTER EGO (REAL NAME)	
UNKNOWN	
FIRST APPEARANCE	
DARK HORSE COMICS #8	
HEIGHT	EYE
6'1"	BROWN
WEIGHT	HAIR
210 LBS.	BROWN
BASE OF OPERATIONS	
ARCADIA	
OCCUPATION	
VIGILANTE	
SIGNIFICANT OTHER	
NONE	
GROUP AFFILIATION	
NONE	
LIKES	
TERRIFYING CRIMINALS	
DISLIKES	
COPYCATS, LOST KEYS	

"Who is X? An escaped maniac, triggered by phases of the moon. An avenging angel, wielding fire and steel. A devil, raining down brimstone and blood. Rumors stolen from movies and old stories. A criminal, driving out his competition. A dead man, back from the grave to avenge his murder. The city, taken human form to purge itself of its intolerable corruption. Some say he's God, all-knowing and everywhere, and full of wrath. Rumors growing, spreading, contradicting, floundering on a question none can answer. "*Who is X?* He has heard the rumors. Heard them all. It doesn't matter. The more rumors, the better. The more widespread the rumors, the greater the fear. The greater the fear, the greater the power. For him, all rumors are true.

"Who is X? *X* is X. All rumors are true."

-From X #1, written by Steven Grant.



Created By MIKE RICHARDSON, JERRY PROSSER, & CHRIS WARNER







X & related characters ©&™ 1994 Dark Horse Comics Inc.

HERO PIVOTAL X-TRA MOMENTS

THE BEST & WORST IN X VARIABLE



Arcadia: X: X is unwittingly involved with the Seekers after killing a crooked politician.



Dark Horse Comics #8: X makes his dramatic debut in the crime-infested city of Arcadia.



Arcadia: Pit Bulls: X is nearly taken by this vigilante hit squad, but their anger allows him to escape.



Arcadia: Ghost: X kills his next marked target; Ghost wanted to question him about her own death.



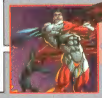
Arcadia: Monster: Despite the Monster's resistance, X completes his mark.



X #1: The rumors regarding X's identity are revealed–as are facts about his mysterious past.



X #2: X deals his brand of justice to a copycat stealing his methods–he doesn't last long...



Will to Power: X is one of the first people to clash with the overly righteous hero, Titan, on his quest.

ARCADIA

Arcadia, the city where X operates, is practically a character in its own right. On the surface it may seem like a perfect example of a modern city. However, that "perfection" is maintained through a complex web of political and criminal operations. Nearly every aspect of Arcadia is touched by corruption, and X is out to put that to an end.

X is the dominant vigilante in Arcadia, but he's hardly the only one. Arcadia is also home to the Pit Bulls, trained from birth to be as vicious as their namesake. Ghost is beautiful, ethereal, deadly ... and dead. She wants revenge for the last condition. Finally, the Monster stalks the sewers of Arcadia. There seems to be some vague method to his activities, but everyone is too terrified to figure it out.



The Ghost



The Pit Bulls



The Monsters



What can be said about X that you don't already know? *Nothing!* X Writer Steven Grant assures readers that they already know everything they need to know about the mysterious X. All you need to do is sort it out...

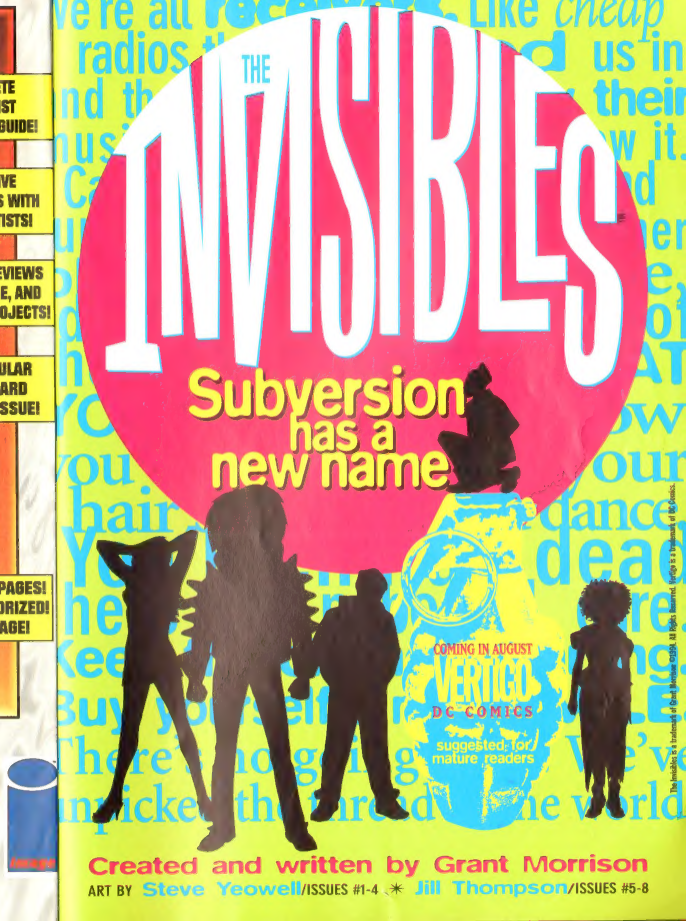


THE MARK

Before writing X off as totally ruthless and without mercy, consider his working style. Anyone who is under X's scrutiny receives a "mark"—one diagonal stripe. It can be on the person's real face, a picture on a newspaper, a billboard, anywhere, as long as the marked man knows it's there. That's your warning. If you do not change your ways, X will return to make the other slash. And then you're a dead man...



INCREDIBLE ERIK LARSEN SAVAGE DRAGON COVER!











THE DEATH

AND RETURN OF

SUPERMAN™

THE VIDEO GAME

FROM SUNSOFT®

COMING IN AUGUST

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